



SEGA SATURN



SEGA
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SATURN

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FEBRUARY 1997

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FIRST REVIEWS

Sonic 3D and Bug Too!
Reviewed and Rated!

STREET FIGHTER 3

Full Report on Capcom's
New Arcade Sensation!

20 PAGES OF TIPS

The Greatest Cheats Feature
in the World... Ever!

1997

Awesome Future Games Revealed Inside!

FIGHTERS MEGAMIX

Everything You Want to
Know About The Most
Incredible Saturn
Fighting Game Ever!

DIEHARD ARCADE

It's Streets of
Rage... in 3D!



**PLUS! TEMPEST 2000 BATMAN FOREVER DARK SAVIOR SOVIET STRIKE DIE HARD TRILOGY
ENEMY ZERO DOOM NBA JAM EXTREME SUPER PUZZLE FIGHTER 2 X TOMB RAIDER GUIDE**



THE HOT CHICK: JEFFREY M. HARRIS

THE BLACKHEADS

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THAT **LIFT OXY BLACKHEADS** GENTLY. **BLACKHEADS? OXYCUTE 'EM!**



INTO 1997 WITH SEGA SATURN MAGAZINE!

Owning a Saturn is making a statement. Although it's clear that the majority of people seem to have embraced Sony's 32-bit PlayStation machine, Sega Saturn continues to get the very best home software in the world... a pattern set to continue in 1997.

Sharing an office with multi-format mag C&G we get to see just about every new game on every system. And despite the arrival of games like Namco's Soul Edge on PlayStation and Mario Kart II on N64, there's little interest (particularly in the former). Everyone wants to play fighters MegaMix - the culmination of AM2's gaming genius.

This issue, SEGA SATURN MAGAZINE looks forward to the months ahead. Yes, you get your obligatory *Masters' Coverage of MegaMix*, but we also check out the Saturn's future in 1997 which promises a wealth of incredible quality gaming. And that's the point really: Sony's mass-market approach results in (for the most part) mass-market, predictable games. Saturn is the undisputed machine for the gamer - a fact that the AM departments, and others, will surely prove in 1997. Happy New Year!



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SEGA SATURN MAGAZINE USE



TO TEST ALL SOFTWARE

COVER STORIES

14 1997: AWESOME FUTURE GAMES!

The year of Fighters MegamiX and Virtua Fighter 3! Along with huge amounts of other, almost as exciting, videogames a selection of which we kind of preview on these pages



38 FIGHTERS MEGAMIX!

The best fighting game in the world... ever! Perhaps even the best game in the world! Words cannot describe the incredible nature of this new AMG title! It's simply AWESOME! A conclusion we're sure you'll reach when you see our 12 PAGE mega showcase!



COMING SOON

20 SUPER PUZZLE FIGHTER II X

Capcom enter the heady realms of puzzlemom with the arrival of the absurdly mislabeled Super Puzzle Fighter II X! And... it's a winner! A lovely coming soon feature was requested and required. So here it is.



COIN-OPERATED

06 STREET FIGHTER 3

We kick off the mag with what must be one of the most long awaited videogames. Yes, Capcom have finally seen fit to release shots and artwork of Street Fighter 3! Yes, it's true... it's not a trick or an illusion... it's here!



SHOWCASES

50 BUG TOO!

Well here we are in familiar territory as Bug returns to Sega Saturn in a better than the last one arcade adventure style platform game. It's really quite smart, hence our decision to produce Masters' showcase coverage. Look to the page with the 50 in the corner, where the fun begins!



54 DIE HARD TRILOGY

Well, despite reviews appearing elsewhere, apparently the game won't be finished for another two weeks (at the time of writing). So, expect the review next month and in the meantime thrill to the showcase, where we reveal just about everything! Yessss!



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38



28

PREVIEWS

- 24 DIE HARD ARCADE
- 28 SOVIET STRIKE
- 30 ENEMY ZERO
- 32 VATLVA

REVIEWS

- 58 SONIC 30 BLAST
- 60 NFL QUARTERBACK CLUB '97
- 62 NBA JAM EXTREME
- 64 TOSHINOEN URA
- 66 TEMPEST 2000
- 68 BATMAN FOREVER ARCADE
- 70 BUG TOO!
- 72 ODOM
- 74 DARK SAVIOR

REGULARS

- 10 NEWS
- 34 LETTERS
- 36 Q+A
- 96 OUT NOW
- 98 INTRODUCING...

PLUS!

- 76 THE GREATEST TIPS FEATURE IN THE WORLD... EVER!

Here it is... 16 pages of cheats covering just about every Saturn game in the world. Well, in the UK at least. It's just the thing to stop you from phoning us up asking for tips. As it still, you can't get better than this. And if you can, we want to know about it.

- 92 TOMB RAIDER

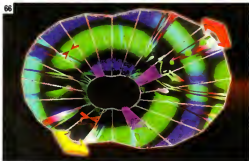
In the slot occupied by *Gun-Operated* we have... more tips! We've had hundreds of calls about *Tomb Raider* and since WE CAN'T TAKE TIPS CALLS we decided to do the next best thing: reveal huge amounts of puzzle solutions to this most awesome of videogames.



24



72



66



NEWS

It was the night before Christmas (well, the Sunday before any way) and all through the office stayed... well, nothing except us faint snoring overtime to get this mag out so we can then go off for our hols. We could have finished on the Friday. Yes, we could have. But then you'd have had a rushed magazine with loads of mistakes and hastily written and designed non-sense. And we won't stand for that. So instead you get the best tip feature in the world... ever! And the BEST fights! MegaMix showcase imaginable. Plus, when we get back to the office after my birthday drink on Friday night, loads of pics of Street Fighter 3 were waiting for us. And they're right here. It's fair to say that the SSM lads (well, me and Dave anyway) are completely knackered at this point, so we hope you appreciate this finest of issues. And if you don't... well, to hell with you!

Reggie and let me sleep, Rich Leadbetter, Editor.



FINALLY! STREET



It's the game we've been waiting over *dear* years for. A game surrounded by controversy, speculation and rumour. It also happens to be the game on which Capcom are placing their future on.

Street Fighter 3 is all set to be released, probably in February 1997. The crack development team in Japan are currently putting the finishing touches to the final arcade code and the game should be on test in the arcades shortly. SEGA SATURN MAGAZINE recommends that Londoners keep an eye on the Capcom arcade next to Goodie Street tube station. Historically, every major Capcom release has been played at this spot up to two months before it was released so that's the place to be.

Any read-up enough secrets of the trade... on with the game... and indeed the screenshots. Let's just say that you're going to enjoy it!

BASIC STRUCTURE

The basic idea of Street Fighter 3 isn't that far removed from SF2... after all, that game set the standard for fighting games. The concept of wearing energy bars down through normal and special techniques has remained in effect right up until Virtua Fighter 3! That's still the basic idea in Street Fighter 3.

Everything else on top of the fundamentals has been completely redesigned. The backgrounds are now far more impressive than in Alpha 3. Thanks to the power of the new CPS II arcade board on which Street Fighter 3 runs, the back grounds now scroll vertically as well as horizontally (come to think of it, the Marvel CPS II games did this, but the effect is far more impressive in SF3).

On top of the characters' basic movements, Capcom have also added a dash command (presumably forward or backwards twice). Again, Capcom have experimented with this in the Marvel games, but this is the first time that the SF series has seen this.

AWESOME GRAPHICAL CAPABILITIES

Looking at the new character designs in these screenshots doesn't really do them justice. Yes, you can see that the fighters are bigger and more detailed than ever before, but you really have to see them move to appreciate what a step up the CPS II board provides the game. SWK went some way to improving on the basic 2D fighting game set up with the superbly animated (though gameplay flawed) Art of Fighting 3, but those characters look distinctly jelly and poor when compared to Capcom's achievements with Street Fighter II.

ENGAGE SUPER-ARTS!

Super Combos are no longer a part of the Street Fighter series. Instead we have what Capcom are calling Super Arts. We haven't been able to confirm this yet, but it would appear that on the characters select you choose which Super Art you wish to use in the game. This then appears as a numeral above your energy bar during the game proper. As to what Super Arts are available... Well, we're sure that some of the screenshots on these pages should reveal some of the spectacular moves on offer.



Eliza (left) is one of the characters that Capcom have kept secret so far.



The classic Street Fighter combination here as Ken takes on SF master Ryu.



Every time you win a fight, you're treated to some superb Capcom artwork. Here, Ken has beaten Sean (apparently he's Ken's protégé) and treats him with his trademark victory salute. Perhaps the fighters are the wrong way around.

STREET FIGHTER 3

NEW GENERATION

FIGHTER 3!



WHAT'S THIS BLOCKING BUSINESS?

— The counters are out and in come the blocking techniques, which perform the same kind of function (preventing an enemy's attack) but have been refined to make them key techniques in the battles ahead. Like Alpha Counters (and unlike the newer ones in *Virtua Fighter*), the blocking attacks can counter any kind of strike on your par — or be it from a high, low or jumping strike. Special moves can be reversed too.

We haven't got a good idea as to how these blocking techniques are implemented at this time, but Capcom have described the moves as "high risk, high return". Obviously using one of these moves is a gamble: if it pays off, you're treated to some awesome graphics (and obviously your opponent suffers a devastating blow) but should your gambit fail, you're presumably left open to a devastating counter strike.



New girl! She'll smash the ball out of this game's combat barrel's spout, too.



Here's the player select screen. Just who is Ken? Capcom have revealed nothing so far.



STREET FIGHTER LEGENDS

Street Fighter 2 must officially have the most sequels in the world ever — a whopping eight of them in fact, before the true successor, *Street Fighter 3* was released. Even if you include a different home version! And even now, Capcom are hinting that the Alpha series is not over! My god, there could be even more 3D sequels even after *Street Fighter 3*. Who's around?

STREET FIGHTER 2

The game that started it all. Only Ryu and Ken survived from the original, stop-punching *Street Fighter* arcade game. A revolution — and indeed revolution — is coming. A worldwide phenomenon begins with this landmark title. The world of fighting videogames would never be the same again!

STREET FIGHTER 2: CHAMPION EDITION

The crown of "Can I be the boss?" was reserved on Capcom made Balrog, Sagat, Vega and M. Bison available to gamers. Small gameplay glitches were also addressed and things were basically made a lot better. For example, Blanka's roll being stopped by an attack used to drain him of half of his energy. Not now.

STREET FIGHTER 2 TURBO: HYPER FIGHTING

Ken faster with new colors for the characters and new moves (although based on existing animations). For example, E. Honda and Blanka had changed vertical attacks, leveling out their arsenal of attacks. Basically, all of the *Street Fighters* were put on a new playing field, although Ryu was still thought, overall, to be the best character for combination attacks. Again, another winner. Ample just being an upgrade chip for *Champion Edition*!

STREET FIGHTER 2: SPECIAL CHAMPION EDITION

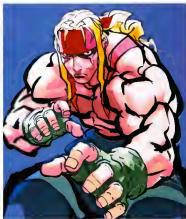
A Megadrive conversion of *Hyper Fighting*, essentially. The story goes that Shionobu Kamekura had said-up exclusively for Super 32X, but Capcom simply got around it by changing the name and including all the features (and more!) one way or the other, with updates such as *Veronica* made along with *Travis* Battle, Capcom reinvented. *Street Fighter 2* on the perfect home game for 16-bit users — and Chris Barfoot's *Blues* would still feature in the company's home translations of their massive arcade hits. Check out the amazing version of *Street Fighter Alpha 2*, for instance.



This particular Super Art appears to electrify Ryu's opponent!



A simple, in-the-pocket kick sends one challenger to flying.



Itaki exhibits the power of the sage on newcomer Miu. As you can see, the configuration on screen are nothing short of spectacular. And that's in a still shot! How is it that once you see these moves in action, you'll swiftly be converted to Street Fighter II?



As mentioned elsewhere, Capcom has not revealed as much about some of the characters (we'll have details soon though, promise) although it would appear that newcomer Miu is able to strike at more range, kind of like Mulsin from Street Fighter II.

WHO ARE THE NEW CHARACTERS?

At the time of going to press, Capcom had only revealed the details of six of the Street Fighter II characters. What you should be aware of is that just like Street Fighter II, only Ryu and Ken have survived the move over to the new game. Unlike Alpha, Miu is actually set after events in SFII, with other, even more confident versions of these characters. Capcom also with to point out that since SFII, both Ryu and Ken have evolved in different directions, meaning that they are a lot different in terms of style as opposed to the more subtle differences in SFII and its first couple of sequels.

Note that only six character bios have been released to date. Details on other characters (Sean, Elena, Necca and their others) will be in the next edition of SSM.



RYU In the time spent since the last Street Fighter tournament, Ryu is still in pursuit of the true essence of fighting. Obsessed with this, he has spent all of his time training, streamlining his technique to make him the perfect fighting machine. His base moves are sheer shoto-kan karate although he has a few moves that are original techniques. Unlike Ken who has favoured flashy strikes, Ryu goes for to the point attacks. Ryu and Ken's differences go beyond the fighting, since the days of SFII their friendship has soured.



YUN AND YANG Two brothers, found in the ruins of a Chinese temple, Yun and Yang are originally from Hong Kong. Their parents split up when the brothers were very young and since then they have been raised at their grand parents' place. As their fighting prowess has increased their part of Shanghai has slowly become their home, and they are only too happy to defend it. Aside from subtle differences Yun and Yang are essentially the same character, just different for SF and SFII.



DUDLEY Despite the name, Dudley is actually a British contestant who has distinguished himself over the years in athletics. Dudley's disarming to him also a pro athlete has moulded and shaped his life, but since his dad's fall from grace, he has persevered to restore some cheer to the family name by becoming a heavyweight boxer. Although apparently small for a boxer, Dudley makes up for it with speed and near-perfect technique. Certainly some of his moves look extremely powerful if not used.



Akuma and Ryu are not the only characters to use shokunin karate in Street Fighter 2. They're joined by the similarly styled Bison, who we learned is the mystery protégé of Akuma that Capcom refers to in their press materials released to date.



Dudley is the British character - as you've probably surmised from his Terry-Thomas style grin. Unlike the actual Englishman, Dudley's a pro heavyweight boxer. And deadly to match!



HIME Hime is a young Japanese girl who lives in the heart of the mountains in a very small insignificant village. In actual fact, it is the home for a secret ninja training operation which was established in the Sengoku period of civil unrest in Japanese history. Hime is an awesome fighter, having been trained since nursery school in the fighting arts, specifically a stylized nin jitsu. Despite this, she is in many ways similar to other Japanese schoolgirls with the obligatory gale crashes on Japanese pop stars!

ALEX From the east coast of the states, Alex is young, hot-blooded fighter from Manhattan. As a small boy, Alex was orphaned, leaving him in the care of his father's best friend, Tom. Raising him as his own, Tom trained Alex in military martial arts techniques as befits one who was once the leading fighting instructor for the US army. One day however, Tom is soundly defeated by a mysterious man. Determined to track down this fighter, Alex sets off. As a fighter, Alex is characterized by extreme speed and strength.

KEN Ken now lives on the west coast of the United States with his wife, Lisa (whom he married in the end sequels of SF2) and they have a three-year old child, Mei. However, he is concerned about his lapsed friendships with Ryu and has promised Lisa that he intends to rectify this situation by entering the latest Street Fighter tournament. Although in many ways Ken has settled down in life, his sport reverts as it was in his youth, moulding in a far more spectacular 'locking' fighting style than Ryu. He's counting on his experience

SUPER STREET FIGHTER 2

Back in the arcade it hit harder than SF2 Turbo, although Capcom made up for it with four new characters: Fu-Long (Shiro Lee style fighter), Gouken (British spud), Guo-Jay (swelling Jamaican with killer combo) and T. Hawk (Native American Jangle-style fighter). New moves for old fighters, including some glitches from the older games reworked as moves (Ryu's red fireball, for instance). A big release, but some disappointment from the fans.

SUPER STREET FIGHTER 2 TURBO

Perhaps a release too far, but this is what the first Super should have been. Even more moves for the core characters, an updated list of speed plus the introduction of Super Double, for the first time ever! SFF2 also introduced Guile, or Akuma as he's known here as a hidden character...

STREET FIGHTER: THE MOVIE

Mortal Kombat meets the SF gang, based on the beautifully bad Joe Dante movie, this digitized the characters and brought them into a sub-SF gameplay environment. Still better than MK with Super moves and what-ifs you, but not in the same league as the official Capcom games.

STREET FIGHTER ALPHA

Capcom returns in their roots for SFA, going back in time to before the first Street Fighter tournament. Ryu and the gang meet up with E. Honda (Shin-Oboro-kun), Balon and Guy (Shin-Fuul fighters), plus Blanka and Alex (from the first SF game). A great step up indeed.

STREET FIGHTER ALPHA 2

Essentially this is Alpha with more and better backgrounds plus a further five characters: Guo (Shin-SF), Sakura (Japanese schoolgirl version of Ryu), Valentine (final fight boss), plus Makoto and Duralund... from SF2! This one is one complete. Gameplay mechanics are tightened up to new levels, making it the strongest 2D fighting game in the world... ever. Well, ever, perhaps.

STREET FIGHTER EX

Still in development at Capcom, this SF version of Street Fighter essentially mixes Alpha and SF2 mechanics along with some 3D action. Developers Arks include the main manager behind the original SF2 and BattleBikers as expect something AWESOME! It's not better than that, ever. Only time will tell...

TONIGHT WE'RE GOING TO

So it's the end of 1996, getting on for a full two years since the Saturn was first released in Japan with only a brilliant conversion of Virtua Fighter going for it. Since those early days, the Saturn has seen some incredible gaming moments - and curiously enough just about all of them have come about in 1996. Here's something of a little lookback over this most tumultuous of years...

JANUARY

VF2 and Sega Rally Redefine Saturn Gaming!

The promise of so-called "later app" software failed to materialise the December before the crucial Christmas selling season) and after belatedly the two games the Saturn really needed finally arrived.

The most commercially successful was the awesome Sega Rally which finally appeared at the end of the month. Running at 30 frames per second with two player modes plus some incredible graphics, it remains a gaming staple for the Saturn owning community (and is enhanced over the rash release US version). A game that still hasn't been surpassed (even successful but still stunning) was Virtua Fighter 2. Running at the same speed as the arcade game but with a 1024x768 resolution, this remains



the Saturn's finest available officially released game. It got 98% in Saturn Mag and it was worth everyone of them. In fact it's only been surpassed by Fighters MegaMix, which isn't full in its (but is better in terms of gameplay) but that doesn't count because it isn't out yet.

FEBRUARY

Panzer Dragoon Zwei Revealed!

After the highs of January came the lows of this particular month. Nothing really stood out for Saturn owners on the shelves, although the lovely lack and losses of SEGA SATURN MAGAZINE attempted to drum up some excitement by showing the first shots of Panzer Dragoon Zwei. It didn't look so different to the first game, but then we hadn't even the final amazing game!

In Japan, Saturn owners finally got a link up cable (which we're still waiting for) plus Hitachi announced plans for a portable Saturn (with a nice TV stick in the cart slot). The acadas, after the loss for many Saturn bills, were waiting for Mana TT Superick - the latest game to rise from the same arcade labs that brought us Sega Rally Championship.

Reviews wise things were most sad indeed, with Worms being the top rated game! Obviously review-wise things were pretty dismal! But remember the publishers were still moving over from 16 bit

MARCH

Pygnosis Strike on Saturn!

As the Saturn put up with the gaming effort that was hitting Bizarrecore, SEGA SATURN MAGAZINE scooped the cosmos by revealing the first shots of WipOut on the Saturn! Pygnosis had ditched their PlayStation exclusively shenanigans and brought their greatest game to the Sega machine. And well, it wasn't as good, but for Sega it was good enough. However, reviews were did pretty well! Putting fans



had Baku, Baku Animal to their own and we also reviewed it. Men Children of the Atom which remains an unapologetically excellent fighting frenzy (share about the PC version though) it is a shame that you guys had to wait months for it to appear on the shelves. Oh, I'm indeed

APRIL

Leads of Games - None of Them Here!

Again, something of a gaming drought which explained the king of Fighters 95 cover (the only non-released one we've ever done). AM's revealed their first demo of Virtua Fighter 3, running on the incredibly powerful (model 3) board along with Virtua Fighter Kid (on ST V) and AM's excellent Model 4 powered Last Bronx, which was announced for Saturn just last month (see issue #19).

In terms of home software, Magic Carpet and Street Fighter Alpha did the business, although again in the case of the latter, there was a huge delay before the game actually appeared on the shelves! Double oh-oh! What that basically meant was that Alpha 4 would materialise in the shops less than six months after its predecessor.

We had tons of stuff to look forward to. Pincer 4 was looking awesome and GameTek's Gun Griffins was also shaping up really well, but SSM staff had to synch paths with the average Saturn owner on the street. Unless they were importing software, there was little of interest to buy. We could only fantasise you with games like



"WipOut and Ultimate Mortal Kombat 3". Sure the Saturn still had some ace games, but we just had to wait for some ace new ones to come out way. In the meantime, the key word was simply "frustration". We could only wait.

MAY

Seic Team Reveal NIGHTS!

Parzer Dragoon Zwei hit the shops and Team Andromeda had cave wonders. To this day, there's very little software (even on N64) that holds a candle graphically to this wondergame, but Seic Team could well have trumped it as they finally revealed NIGHTS. Their first Saturn spin-off graphics had never looked so cool as the Saturn and the Seic Team had reached it with stunning gameplay, and that was with two months worth of coding to go.

In the shops, Duo 96 finally appeared to be in with the event. The game sold a lot of Saturns and was a too bad, although it has to be said that the press probably



went way too over the top on the game. At the time with Sega trying to keep a lid on an import title called Victory Golf '96...

In another blow to the man on the street, Virgin decided not to release the fully finished Night Warriors. Darkstalkers Revenge. It didn't come out until November. Why? Why?

JUNE

Heart of Darkness: Still Not Here

A fine Saturn exclusive for Heart of Darkness - so called Sega exclusive. Unfortunately even as I write this the game is still in development. We played it at the E3 show in Los Angeles and overheard one major software exec say "I met one. Took two years to create and ten minutes to finish". Apparently it's due for April 1997 now, but this is quickly becoming a joke for a situation. The game looked absolutely amazing when it was first sighted at an ECTS trade show a year or three ago, but unless it has radically changed from its sighting at E3, it's going to be out-dated and out-qualified by its contemporary software.

Still, class software of the month came from Treasure with the excellent Guardian Heroes and GT Interactive's cool (plus like-Mortal Kombat) Ultimate Mortal Kombat 3. A finished copy of NIGHTS turned up



at the offices and amazed all who saw it while Mr. Pygnosis folder maverick in the form of levinings 3D and Discworld Destruction. Dirty was notable by its absence. Not surprising really, as when it did finally arrive it was a debacle for far worse than WipOut. And yet, still it sold.

PARTY LIKE IT'S 1996!

JULY First Cop 2 Demos Emerge!

The July 4 and SEGA SATURN MAGAZINE series yet another fine exclusive in the form of Virtua Cop 2. ANA's sequel was first revealed at the Los Angeles Ig in May and we got to see a more advanced version - and even in its early stage we were very impressed. The NetBlisk and NIGHTS controller were also revealed for the first time. Other excellent software such as Command and Conquer: Virtua Fighter Kids and Exharts were also shown off by a rightly proud Sega.



With only Guardian Heroes impressing us as a game you could buy then - and then it was good to see so much quality software being revealed. The future was bright indeed, but the best was yet to come!

With only Guardian Heroes impressing us as a game you could buy then - and then it was good to see so much quality software being revealed. The future was bright indeed, but the best was yet to come!

AUGUST NIGHTS Appears And Wins The World!

NIGHTS was officially reviewed by SEGA SATURN MAGAZINE, earning a gross 95% - which we expected to 95% in more recent months - the game just gets better and better, keeping players glued to their Saturn whilst Super Mario 64 gathers dust on the shelves of N64 owners. Olympic Soccer and Sea Force Rising proved to be the strange winners in the review with 70% results (like the NIGHTS belatedness of awards) but there was a range of other too - Patrol Rage, Storm '97 and Sunlighter going to name but three. We also got our looks at Tomb Raider, Alien Trilogy and Airline Kings, the former standing out in particular - to display the other excellent games out of that time, NIGHTS and the Saturn was looking very good indeed.



NIGHTS, a welcome in gaming. One of the best games ever!

SEPTEMBER AN2 Strikes Back Again With Fighting Vipers!

Sales kept through the roof with the spectacular cover as we unveiled one of the biggest hits of the season - Fighting Vipers. AN2 consolidated their position as the premier Saturn coders with this amazing game. Little did we realize that scant months later they'd unleash the power of Fighters Megami. With games for review like Virtua Fighter Kids, Alien Trilogy Space Hulk and Airline Kings, the Saturn scene was heating up. Perhaps gobbling up the most of our precious time at this point was Best A Move 2 - the (by now) amazingly peaceful from Tetsu and Acclaim which named a giant jeton 93%.

Also reviewed in this issue was Story of Thor (a creditable 84% there) along with Olympic Games which although okay was never released. Which made a certain other rig believe that SSM had awarded the PlayStation version. Which we hadn't.

This was also a sad month in that it was the last issue of SSM edited by Sam Hickman - who performed wonders in launching the mag in the first place. Stepping into her position was Rich Leadbetter - ex of CVG, Mean Machines Sega, Sega Magazine and Maximum. After a three week holiday during which he got completely bored of his N64, a nd covered the wonders of Quake. Rich was anxious to get back to the Saturn scene (and his people) - a donation copy of Fighting Vipers.



OCTOBER The Demo CD Ever! Until The Next One...

Saturn mag came out in two different forms for its October issue. With CD and without. A mistake we'll hopefully never perform again. Production of the November arrived slow to a standstill as editorial staff fledged phone calls from disgruntled readers.

Still in a frenzy of exclusives we unveiled Daytona CCE - Street Fighter Alpha 2 and Hexen. Rainbow Islands surprised all with a game design that put many of today's games to shame - not bad for a decade old arcade title. But the biggest release of the month was Sega WorldWide Soccer '97. Forget merry football game you've ever seen. SWWS '97 had and still has the best graphics and gameplay imaginable. Game in managed to impress just about everyone with a version of Actual Golf which has passed the PlayStation original - proving that there's just no excuse for poor quality ports.

But in the run up to Christmas - this was just the beginning.



NOVEMBER Alpha 2 and Tomb Raider Reak!

A striking cover for the game of the moment - Street Fighter Alpha 2. The best 3D fighting experience ever released. This was our favorite game by far - and once again Capcom had supplied Saturn owners with a gem of perfection to relish on, which crowned the equivalent PlayStation game.

Daytona CCE hit the shelves a nd met with much controversy. There was no doubt that graphically it was better than the first Daytona - but in terms of gameplay it was nothing like the original.



Or the arcade game. Still a good game - just not what we wanted really. Sega Rally still ruled.

SMI also scooped the first review of Tomb Raider, which perhaps we under-rated at 92%. I'll say this just once - if you don't own this game, you're a fool. Purchase it immediately!

DECEMBER Cop 2 Set and Quake Plans Revealed!

The December Saturn mag sported an unforgettable Virtua Cop 2 cover - supplied by our friends at ANA. The game itself is a classic - well worth the 95% awarded. Another game almost as good hit the shelves too - Virtua Dr. We still haven't reviewed the game at this point and a lot of copies remained on the shelves simply because they didn't know anything about it - a situation we could only rectify in the following issue. No such problems for Virtua's Command and Conquer though. The game leapt from the shelves (Sega in spite of no reviews) and remains another essential title for Saturn owners. Hoes hoping for Red Alert...



AND NOW... The Best is Yet to be!

SEGA SATURN MAGAZINE continues to provide the very best for Saturn owners. The greatest coverage of the best games. Honest reviews (let's face it, Score 15 disappointed all of the past), the best demo CDs. It's a service we aim to continue indefinitely, and from the books of our latest sales figures, it looks like the extreme efforts put into the mag by our fans are beginning to pay off! Also, although extensive, our next Games Feature is far from complete. Titles such as Condemned: The Fantastic Four, Batman and Robin plus a new game from the Lords team are just a few more of the highlights stacked up for the months ahead!

AM2 MYSTERY GAME REVEALED!

Well, as expected AM2 finally released details on their second Saturn-specific title which will be released in the January in the wake of the epoch-making *Fighters Megami*. But it's not anything like you would expect! *Digital Dance Mix*, starring *Name Ameno*, is what you might call a pop video analyzer. The lovely Ms Ameno (who is one Japan's biggest stars) performs two of her greatest hits and the player gets to direct her video! A Japanese release, *Digital Dance Mix* is designed to bring up Saturn to a new audience.

With a string of top ten hits to her name and a large pop fan following her name alone could sell this game. However the question is whether a pop fan would buy a Saturn just for this game. If not, then would the typical Saturn user buy this game? Caught between these two questions is the future of the Saturn's user base. The game itself is fairly simple. Name Ameno is dancing on a live stage to one of her hit songs. There are precisely two to choose from. Chase the chance and "You or my sunshine." Name's been digitized with textured mapped polygons and is running in the high resolution mode so she looks really beautiful. With such a simple design they

should be able to devote a lot of processor time in getting her movement really smooth.

You take control as the director. You are able to change the camera's view point through 360 degrees, zoom in and out, move up and down and generally move the camera wherever you like. In addition you can alter the stage (both design and colour), change Name's clothes and position the background dancers (currently only a simple collection of polygons in the rough shape of a 3D person) in different places in the way you can become a make believe Top Of The Pops producer! The game is scheduled for a January release in Japan at a price of about two million yen. It will likely to be released outside Japan unless they replace Name with another pop singer who is famous in the west. Even then it may not appeal to western audiences.

Name has been quoted as saying "This is great isn't it? It's a mystery! Well, at the same time it isn't myself! It's a strange feeling, but it's really cool too. I'll be able to check what I look like now via video."

If you're hoping for a European release, forget it. What would Sega Europe do... digitize Name? Now that's a thought.



Here's what the mystery AM2 game looks like!... a game based on the Virtual Cop engine. How wrong we all were.



WIN! A B-UNIV CD!

Who are B-Univ? Well, if you're an AM2 fan, you should immediately recognize the name as they're behind the music on some of the arcade fire's greatest hits! Specifically they produced the soundtracks to *Virtual Racing*, *Outlawman*, *Virtual Fighter* and *Daytona USA*. Since then it would appear that their services haven't been required which is a damn shame as the Saturn Meg posse who themselves believe that their tunes were the best EVER. Yes, that includes *Daytona USA*.

B-Univ (short for Baby Univers) is the project name for music produced by Japanese composers Kazuo Nameki and Takayuki Miyayoshi, and they've released several successful music CDs in Japan based on their arcade work. And we have the best one to give away! It's *Univ's Virtual Fighter* soundtrack (frankly brilliant, better than the remixed version on Saturn V!) and you get all the arcade team plus some specially arranged music by B-Univ inspired by the *Virtual Fighter* concept! We have a single CD to give away, so get your hands in gear now!

1. Which remixed tune on Saturn sounded NOTHING like the arcade original?
2. What reason can you give for this giving away what is currently his most prized CD?

Obviously number two is the most difficult question here. Send your responses to I WANT THAT B-UNIV CD NOT EXCUSAS at the usual address.



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1997 Starts with a BANG!

For the SEGA SATURN MAGAZINE posse, 1997 has begun with a revelation. *Fighters: MegaMix* - perhaps the greatest, sexiest videogame ever to appear. Bigger, better and more playable than *Virtue Fighter 2* and *Fighting Vipers* with 32 fighters and huge amounts of techniques from VF3 included too. It's just a taste of the brilliance Saturn owners can expect in 1997. RICHARD LEADBETTER explains.

I have to admit to being a great fan of new technology - Nintendo, LaserDisc, you name it, I've got it. The same goes for my gaming too since I've got a Mega and PlayStation as well as the Saturn. The thing is, I spend far more time on the Saturn than I do on the other machines. The Sega console is clearly the machine of choice for the hardcore gamers out there - a situation that Sega and the main manufacturers third parties can't see and a situation which has also been reflected after talking to the developers when putting this feature together.

It's too early to judge Mega at this time, but where PlayStation's concerned, the fact that it is now seen as the mass market machine works against it in some ways. Aside from some outstanding titles such as *Final Fantasy* and *Wipeout 2000*, the machine is the place where every Tom, Dick and Harry developer goes to publish their games, resulting in a huge amount of software which isn't interesting. Take away Namco and Polygram and PlayStation would be nothing. I would say that too many of the other companies doing the Sony work are using Mega's sort of software as inevitable copycats.

Next to the Saturn, I think you get some of the biggest "mass market" titles but the Saturn definitely enjoys a good reputation for its more creatively superior ones. Sega's AM departments account for a large amount of this, but all of the best titles games we've revealed in this feature, over half of them are Saturn exclusives.

But I don't just software that games so much in '97. The key to the Saturn's hardware are its revolutionary Saturn 3D graphics making the machine a more powerful and versatile.

THE VIRTUE FIGHTER 3 GRAPHICS BOARD

One game is going to completely alter the perception of Sega Saturn across the world, just as that same game is currently redefining what the arcade experience is all about. Of course, I'm talking about *Virtue Fighter 3*.

You might have read elsewhere that the game is going to be a cart/CD combination with the game including an add-on which boasts Saturn's 3D performance with the game. Here at SAM we aren't going to confirm anything until Yu Suzuki says, since ultimately he has the last word on every aspect of AM's development. So far he has said nothing apart from the fact that it is coming.

It seems highly likely that a cartridge with 3D-loading capabilities will be produced. Graphics boards for the PC with unimaginable power are currently on sale for as little \$199 in the US - and that's with four megabytes of RAM included. The memory's probably not the most expensive part too, so technically it's a cinch to produce a cheap 3D cart but that isn't the real reason why the cart is a sign-on cartridge.

When you play *Fighters: MegaMix*, you'll see what I mean. All of the VF characters seem to have 99% of their VF3 moves! That being the case, AM's could seemingly have just copied them out, before a line of code for VF3 has been written. But the developers and our contacts would argue that MegaMix has it all already. AM's did indeed know what they're doing. To top MegaMix, VF3 has to be a revolution. It will be the new technology to bring about this revolution will redefine what Saturn is all about. Let's hope you who doubt the skills of AM's bowled

THE INTERNET REVOLUTION

The internet is quickly becoming a worldwide phenomenon. When I first started out in journalism, when I wanted to know something I went out and bought a book or perceived with something until I had learned it. Not now. The internet is vast store of incredible knowledge. Within seconds you can access computers across the globe and find information on any topic, no matter how trivial. If you're interested in it, so are hundreds of other net users with their own sites.

Before Easter in 1993, the Saturn's NetLink equipment will be released. With its browser software and support for email and the new groups, the world is your oyster. So, there's no need to chafe out a grand for a millionths PC just for net-surfing. The Saturn's kicked out to do it just fine. In fact, the only thing I can possibly see going wrong for the NetLink is a lack of software updates. The WorldWide Web in particular is evolving at a frightening rate and the PC and Macintosh software to view the web has evolved with it. Sega need to release new software for the NetLink at least once a year to keep it up to speed with the internet. Explorers and Netscape Navigators of the world.

On the other aspect of brilliance about the NetLink is the scope it has for multi-player games. Sega Rally, Daytona CCE and Virtua On are all going to support multiple players across the Internet. And that's just the tip of the iceberg.

BEST FOR GAMES

The only thing stopping Saturn from becoming the PlayStation is the effort being put into games. Look at this from a technical standpoint. *Virtue Fighter 3* has 3D backgrounds, 3D graphics that are more than Tekken and its 3D and runs at the same speed. Fighting Vipers 3D backgrounds have never been realized (running at the same speed on PlayStation). Alien Tology is virtually identical to the PlayStation game yet developers Polygram seem it is using only ONE of the Saturn's CPUs. In 3D situations, Saturn is superior to Virtue Fighter Alpha 2 is certainly superior to DarkStalkers. Just www.sega.com and you'll also be going to attempt bringing new star X-Men versus Street Fighter to PlayStation.

So why is Saturn lagging behind PlayStation? I put a lot of it down to Polygram's developing first for Saturn - their games have captured the imagination of the mass market over and above the arcade games that Sega specialise in.

On a more sinister note, since PlayStation had a headstart in sales, some developers just aren't treating the Saturn with respect. It's all very well saying Alien Tology matches the Sega game using half the Saturn's CPU power, but why wasn't it used to improve on the original? Why have Saturn owners been subjected to cruel and unusual punishment in the form of the horrendous reversion of Doom? Why does the Saturn version of a major game appear months after the PlayStation one?

Even without proper support from the third parties, Saturn is going to have a ball of a year in 1997 and I am both optimistic and excited about the Saturn scene at the moment. But with a bit of effort from everyone, 1997 could well be about a true revolution in gaming - with the Saturn central to this exciting change. Fingers crossed.

BOMBERMAN

Finally! A Superstar Released! Via multibillion-dollar license in Europe, it's not like Europe have finally signed up... *It's Done!*

What's New? The Bomberman Game (the 10th) finally as fresh as ever but the multiplayer mayhem is better still with 100 hours!

Yes Please! I'm In! Along with a 100-hour license, this makes getting a full-up party essential. This is a great year!



BROKEN BELIX

Kissed, Bites, Beams, Yentery! Best of the best of the best. A 100-hour license, major experience, but the way it's done to make it better.

Like What Exactly? Try a job for the weekend. There's a lot of characters in the game, and some have brought to life well.

Just As! It's the best, as evidenced with a 100-hour license. It's a lot of fun. *It's Done!*



CONTRA: LEGACY OF WAR

Hold On, Isn't This Posh? Best of the best of the best. A 100-hour license, major experience, but the way it's done to make it better.

You Don't Miss With Contr... The game is going to be pretty much unchanged from previous versions, but the visuals are great!

Who's Responsible For That? Probably not. Legacy of War has been programmed like a masterpiece of the 100-hour license.



CRYPT KILLER

Kevin's Played This Before! Known as the best of the best. A 100-hour license, major experience, but the way it's done to make it better.

Is It Isn't Done That? Certainly not. It's like the best of the best. A 100-hour license, major experience, but the way it's done to make it better.

Are All's Selling This Torment? Probably not. Crypt Killer is full of fun, but it's a completely different genre.



DUKE MUKEM 3D

Hell is the King, Baby! The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

Who's Doing It? Duke Mukem is the best of the best. A 100-hour license, major experience, but the way it's done to make it better.

I Want This Game! Duke Mukem is the best of the best. A 100-hour license, major experience, but the way it's done to make it better.



ENEMY ZERO

What's It? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

And What Happens Next? Enemy Zero is the best of the best. A 100-hour license, major experience, but the way it's done to make it better.

A Big Hit! Enemy Zero is the best of the best. A 100-hour license, major experience, but the way it's done to make it better.



FIFA '97

Finally! When Has It Been? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

Is It Worth the Wait? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

Just When Will You Know? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.



FIGHTERS MEGAMIX

The Greatest Game Ever! The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

What's the Deal? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

A 90% Review Mark That? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.



JUDGEMENT FORCE

Good! Lastly, This is the Best! The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

And What About the Best? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

So You've Seen It, That? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.



KING OF FIGHTERS '95

Kof '95 Released In '97! The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

Better Than Alpha of '97! The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

What Price The Game? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.



KING OF FIGHTERS '96

Kof '96 Released In '97! The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

What's New? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

When's It Out? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.



LAST FRONT

Better Than War? The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

But I Want '97! The best of the best. A 100-hour license, major experience, but the way it's done to make it better.

New Game Will Be! The best of the best. A 100-hour license, major experience, but the way it's done to make it better.



MORTAL KOMBAT TRILOGY

Not Another One... *What do you do to follow up on UMK3? This game features just about every Mortal Kombat character ever.*

And What Else? *Williams promise us new moves for all the characters, new fatalities and tons of backgrounds to look at.*

And Will? *This looks like being the final MK game in two dimensions after which Williams explore 3D for Mortal Kombat 4.*



NBA LIVE '97

More EA Sports! *The surge of sports games from the undisputed master of the genre continues, but they're still got lots of game.*

Look Aa! *Especially the presentation of EA Sports titles seems to have gone completely over the top. The games are still kind of cool.*

But Will? *The actual in-game visuals seem a bit soggy compared to the Sony versions, which is not great. Hopefully NBA Live 98 will be good.*



PANDEMONIUM

2000's Cash Back! *Although Sony's game was faster, Pandemonium still did pretty well on PlayStation. It should be good.*

It's Like What Else?! *Imagine Clockwork Knight, but with more exaggeration on the 3D backgrounds and longer combat.*

A Big Risk? *If the time is spent using the Saturn's capabilities to their limits, this should be a credible release. The PlayStation maps are intriguing in*



PERFECT WEAPON

The Perfect Deal! *Saturn has been lacking a Resident Evil-style game. Take RE and add some martial arts action. This should be good.*

Whoa! *Perfect Weapon is the creation of Clay Miller, run by Chris Gray, the guy who invented Boulder Truck, a gaming classic.*

Prequel? *Chris' previous work seems quite a ways off from this one. With Chris Gray behind it, the brilliant (but somewhat) concept should shine.*



SEGA TOURING CAR

Confirmed or Denied? *No news from Japan, but let's face facts: a Touring Car conversion is a virtual certainty for Saturn.*

New Class Will It Be? *Expect a curve, see just as close as Sega Rally was. This is going to be a very important game indeed for Saturn owners.*

So What's Coming?! *It's an instant Sega project with rumors indicating that the going for Virtual On CS 3700 are doing it.*



SEKIDWEST

AKA Baseball! *The re-envisioning game Vegas Life as a Megadome game that never came out. Now EA have resurrected the concept.*

Another EA PlayStation Deal? *In actual fact, SegaWest is being developed first on the Saturn, with other versions to follow. That sounds promising.*

Real Deal Or Not? *You could say that the gameplay is far more advanced over what Real Deal offered.*



SOVERT STRIKE

The Delays Are Over! *Don't fight. Sega's strike is now on schedule and should be in the shops next month if all goes well.*

Best Strike Yet? *The PlayStation maps certainly make it, although some of the fluffing of the 16-bit games was lost in the new game.*

Looks Spectacular... *The extra development time it could make that the gameplay matches the looks. A full review is planned for next month.*



SOVER PUZZLE FIGHTER II X

It, What's This All About? *It's OK. It's a 2D puzzle game set up for a more control battle than the other Roku Roku clone, out now in Japan.*

Any Heroes?! *Diagon Powers! The diversity of your hero emerging after moves which specialise your on-screen character's performance!*

A Big Release For Capcom... *Puzzle Fighter is actually excellent fan building, so what Roku Roku achieved. You can't stop Google for!*



VEKTA FIGHTER 3

The Big One... *It's going to be the first in the series, but we expect to involve the series's capabilities.*

I Want It Now! *So we're not in a position to get your game to do the unenvied Fight's MegaMix, which has all the VF's stars.*

Costs A Packet? *Even if a 3D accelerator over it in the package, expect Sega to keep the price down at everyone's expense. And here we can look forward to SuperCar and... Virtua Cop's port!*



WILD-0

Why Happy People? *Love Death! Delicious! Food is my state that true to life detail with the amazing looking platform game.*

Excellent Animation Then! *That's about right. It's you, though. Unfortunately, the look isn't just what you see, that's it, and everything.*

Another Platform Game, Though? *Well, yes, but this is a 3D one. The world of 3D should be a new realm for the reviewer too.*



X-MEN VS STREET FIGHTER

Capcom's Best Yet? *Well, Marvel's best. Heroes and Street Fighter Alpha 3 are just as cool, but for different reasons. This is a fine fighting game, though.*

Another Fighting Game... *Well, yes, but Capcom's best. The added team-ups and new characters to add further spice to the mix.*

What About Memory? *With five characters in memory, we fully expect that to be the best in Capcom games to see an extra inventory card.*



Z

It, What Is It? *It's from the famous Brothers, early 90s Action-Jacking legends, making their return. Action with this class title.*

What Is It? *Imagine a more academy version of Tempest and Conquest and you're pretty much got what this is all about.*

Prequel? *The PC version was a Jet-Drive being released on the LaserDisc on Quicks, and we fully expect this to do very well!*



PRIZE FIGHTER II TURBO

So... what's the latest Saturn triumph from 2D masters Capcom? Marvel Super Heroes, perchance? X-Men Versus Street Fighter? Resident Evil? Super Street Fighter 2 Alpha: Hyper Champion Fighting Edition Zero? Er, no. It's weirder than that.

One might even think that Capcom's latest Saturn game is in actual fact a puzzle game given that the company are noted for some of the greatest fighting games EVER. However, in actual fact, it fits in perfectly with the Japanese giant's master volume.

Yes, we, in lands of love, Capcom view the Saturn as a prize game's machine. The same kids who frequent the arcade are by their reasoning the same people who play on their Saturn at home. That's why they put a lot of effort into their arcade machines (apparently more than the PlayStation equivalents). It's also why X-Men: Children of the Atom, Night Warriors and X-Men Versus Street Fighter seem to be exclusive to Saturn. It's all about target marketing. The fact that the PlayStation has yet to prove it can handle these games is most probably irrelevant to a company with resources like Capcom's.

That being the case, Super Prize Fighter II X is just another phase in Capcom's production schedule... and it's pretty not too far off.

SHO KYU KENJI

The greatest thing about Capcom games (apart from the infallible game mechanics) has to be the characters that the company develops. I bet you can recall the names of the Street Fighters ever and where the characters in any other fighting game (Bar Tek, perhaps). These Capcom have been pretty consistent with what Prize Fighter is all about. It's a pretty run-of-the-mill puzzle game, but it's got a lot of excitement of the greatest Capcom





Rya's Red Eye Street Fighter Alpha.
Only self-destructed and broke.



Chun-Li's Red Eye Street Fighter Alpha and 44
perfect character for this puzzle.



Ken's Red Eye Street Fighter Alpha.
Only not invulnerable assembly.



Already late in stage 1, let's take your
and take in Purple Fighter!

fighting heroes in yet. Yes, Rya's back again!

But what's it all about? You don't usually think of this
Geeki sitting down at a table to hunt down Rya (or whoever) by
organizing falling blocks into ascending shapes do you?
Sure, I mean I don't think that M. Bison's feared Psycho power is
derived from his never-ending capabilities, draw through
they probably are.

WE DON'T KNOW

The truth of the matter is, this is Videogameville and we have
absolutely no idea just why the World Warriors and their pals
have decided to settle their differences to a more cerebral fash-
ion. Perhaps they need something to occupy their whole world
Street Fighter III career set?

The bottom line is that Super Puzzle Fighter II X is a brain-
racking game of skill and cunning, which is effectively a
zoo of Baka Baka Animal, albeit one with some of the best
presentation ever seen in the hotly contested field of Super
puzzle games.

The basic idea is that colored blocks descend from the ceiling.
Arrange them so like-colored blocks line up and then connect
your arrangement with a like-colored circular blade. After
that the blade disappears and the action continues. Indefinite.

By bringing their **fighting master to a puzzle game**, Capcom have once
again done good, **making their games more accessible than others.**

Neko with head and circular blade with antenna and you have
AMY's Baka Baka, although this being Capcom we can expect a
bit more. Well, a huge amount more really.

NEW KIDS ON THE BLOCKS

Unless you get your head down and let the puzzle-egg con-
sumers, it's time to take a trip into familiar Capcom territory and
choose which character you're going to adopt for the duration of
the game. Principally, you get to choose from Street Fighter
Alpha 2 and Night Warriors characters. So try some of the fol-
lowing for size: Rya, Ken, Sakura, Chun-Li, Montez, Bison or
Patrick perhaps.

On-screen during the game the two protagonists face off
and their action in their little box directly correspond to what's
going on in the two main puzzle screens. So if you introduce a
more chaotic combination strike, you can expect something
pretty similar to be happening with the kids-style arena dis-
cussion in the center of the screen. You can even see your
favorite character pull off their trademark special moves and
Super Combos.

This being Capcom though, you can expect to see some spe-
cial guests from their hallowed halls of videogame lore. The
question, "Can I be this Geeki?" (copyright PHD Dawood) nar-



Back we are at the
character wheel screen, bits
of the most popular Street
Fighter Alpha and Night
Warriors battles. I'm going to
be in.



Let the kids arrange their
logic - and arrange up the
blade into colored strips and
you're pretty much working in
the right direction.



But one of the power-up blades
will catch it up correctly to
see your fighter pull off an
awesome move! Rya's Baka
flaming dragon powerful!



Since the Japanese left - I
won't be in the UK screen.
In fact, to say that Rya has
arranged character, so you
get a pretty much piece of
his in fact of, lovely.



If you get off a particularly awesome chain of attacks, your opponent's move-
ment is restricted, and you get a brilliant Super Move to match!



The down blocks show off how big chains and combinations provide awesome
special moves. It's not!

**COMING SOON**

Yami, the new "cute" character from DarkStalkers. It's new. Who will be other?



Morrigan from DarkStalkers is an essential part of the Puzzle Fighter cast!



Drossa is DarkStalkers' Eye-style character and again, he's in Puzzle Fighter!



So-In brings her own element of weirdness to the puzzle game!



Eye from Street Fighter takes on his opponent Drossa from DarkStalkers - Drossa's latter character is said to be doing here as the blocks start up as Eye's side.



A somewhat impressive bit of 3D arrangement from the new show of this 3-D' board, which includes the opponent is right!



A rather exciting series of 3D arrangements results in a great-looking on-board opponent from DarkStalkers looks, folks!



Things look bad for Eye here, but one Eye player might make all of the difference, reworking the 3D-board arrangement he's got there.

ually insured for Alpha's play would seem to apply equally to Puzzle Fighter!

SPECIAL TECHNIQUES - NO!

Take a look at the Puzzle Fighter manual and you can see that each character has been assigned an intricate set of structures. Assembled this end you can be guaranteed that some unresponsible, puzzle-based terms is bound to be unleashed upon your opponent. Some of the arrangements are easy to construct, others quite difficult, but really it all depends on the look of the dice as the blocks demand. All of them are pretty easy to remember though, so don't be the pretentious as opposed to super-technical player.

AND AWAAAAAY WE GO...

Puzzle Fighter II X is similar to Tetris in that in theory the game is never-ending. The object is to take part in one-on-one 3D-board battles to the death for so close to death as a Capcom character can get without some get-out clause meaning that they can appear in the next fighting game!

The only other addition to the mix over and above what the previous characters can do concerns the effects that a particularly effective chain has on your opponent's character. Depending on your success, your foe's screen is indicated with lovely blocks that impede their progress. So, nothing new or fancy there you say.

Similar in execution to **the great Tetris Band**, Puzzle Fighter could well be **the best, most exciting** puzzle game on the Saturn - and it's up against **one pretty tough competitor**.



Rebuilding Street Fighter's scenario board seems with the brain-rattling aspect of the puzzle game. Capcom are in to a winner!

Well, no. These blocks are all equipped with threat. If you can get rid of ones of your own blocks adjacent to the enemy ones before the timer goes off, they're out of your hair. If you don't manage it though, they're a lot more difficult to shift. The timer starts from five and demands to zero, but don't worry, you get significantly more time than just five seconds.

The game's over when the 16-cash of blocks overcomes your ability to get rid of them, that is when they reach the top of the screen.

A UK RELEASE, THEN?

Puzzle Fighter II X, like all Capcom games, is being localized in this country by the fine folks over at Virgin Interactive Entertainment. They've done an ace job in bringing Street Fighter Alpha and what-have-you to us in the UK in the past, so there's every opportunity that even a niche-interest product like Puzzle Fighter II X will find a home in your, well, home. At the moment, information such as "price" or better still "release date" is not at our disposal. We reckon that for a game like this, Virgin should take a leaf out of Activision's book and give the title a possible budget release. If Activision can release Street-A-Move 2 for 29.99 (and indeed Intergalaxy are peddling Transport racer for 24.99), there's no reason why Puzzle Fighter shouldn't come in at an equal (or better) price point. Report news updates and more details in the next **EDGE** SATURN MAGAZINE.

SEEN ENOUGH MINDLESS VIOLENCE?

NOW BLAST THE ENEMY INTO 32 BITS

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DIE HARD ARCADE

What's this? Another Die Hard game on the Saturn? Could this be the wrong game in the wrong place at the wrong time? Or not? Hmm. Well, it's "not" actually. This is one cool game!

BY	SEGA
PRICE	TBA
STYLE	BEAT 'EM UP
RELEASE	FEBRUARY

THE SUB GAME

Selecting the Deep Scan option from the title screen takes you to an authentic recreation of the Sega coin-op of the same name which dates from 1991. In the game you control a helicopter that patrols the top of the screen while submarines glide beneath at different speeds and depths. The idea is to use your depth charges to destroy as many subs as possible while avoiding the mines that the subs send floating up toward you. Success is all down to timing, and though Deep Scan looks simple enough it's a surprisingly entertaining game. But Deep Scan is more than some frigging arcade title included for the benefit of nostalgia fiends. Skilful play here is rewarded with extra credits in Die Hard Arcade, so if you're having trouble getting through the main game you can have a few goes at Deep Scan first, rack up some credits and then get stuck into the fighting action. Pretty good, eh?



Seems like action. But guys take over this skyscraper, right, and then the Die Hard guy takes up for a minute.

A trade punters who have had themselves pissed off Virtua Fighter 3 by the big kids from The Estate may well have found themselves seated

before a less well-attended, but nonetheless entertaining Sega beat-'em-up adventure – the one they call Die Hard Arcade.

Die Hard Arcade was programmed by the A&H team for Sega's Titan arcade hardware. The chud up among you will already be aware that A&H is the same team that produced Golden



Axe: The Duel and the awesome Virtua Fighter Remix on the Saturn. The doubly chud-up among you will also know that, apart from boosted sound hardware and more onboard VRAM, the Titan board is essentially a Saturn in an arcade cabinet. So...

Acclaimed programmer of Saturn games Arcade game that is practically running on a Saturn already... It was only a matter of time before Sega released a pixel-perfect Saturn version of Die Hard Arcade. And so... they and lovers of Bruce Willis – and that includes YOU, Denis Moore! – may be disap



You don't want to go for a look with the Die Hard guys, huh...



Well... who left an anti-tank gun in this cabinet?



Shades of 'You Die In The Snow' from level 1.



If a three scenario here is a bad guy gets it.



The same three is used to dispatch a meale later.



The game attack ends your opponent, leaving you to smash 'em out of them.



You can arrest people when carrying a handgun! Cool!



The sub-machine guns take out bad guys in a flash!



The anti-tank gun. Not major use! Bang! You dead!



The rocket launcher is explosive fun for all of the family.



A straight kick to the 'back results in a broken spring soldier!



Kick 'em in the nuts and watch them jump around in agony!



The president's daughter (insert). Kickin' cops in all pits.

After a successful tour of duty in the arcades, Die Hard strikes Saturn in an arcade perfect translation!

pointed to learn that the building hero is nowhere to be found in Die Hard Arcade. In fact, this isn't a John McClane adventure at all. In *FRACK!*, in *gags*, Die Hard Arcade is known as *Dynamite Detective* and has no official Die Hard connections whatsoever. To make the game more marketable in the US and Europe Sega got hold of a Die Hard license from both Century Fox—completely separate from the one that Electronic Arts are using for their Die Hard Trilogy—and thus was the game changed to distract the innocent.

Name switching shenanigans notwithstanding it's fairly obvious that the game's designers were heavily influenced by the first Die Hard movie. Die Hard Arcade is set inside a Nakatomi Plaza-style luxury tower block which has been taken over by a gang of terrorists on New Year's Eve. The terrorists are holding 30 people captive, including the daughter of the American President, while they try to break into the company vault and steal millions of dollars.

A SWAT team is sent in to clear out the bad guys but when they attempt to land on the roof of the building the terrorists are lying in wait. The police helicopter is blasted out of the sky and only two officers survive the crash. They leap over the side of the build-

ing and on to an emergency exit gangway which leads to a service level on the roof of the building.

From here they have to work their way through the building to find the Mr Big who is running the show. But Mr Big (not his real name) has plenty of minions, all of them skilled with their fists and various firearms. Fortunately our two cop shaped heroes are no slouches either, and they're never ones to shy away from a bit of police brutality.

This is the stage set for a game that has a enter-taining gamplay reminiscent of that old MegaDrive classic, *Streets of Rage*, but with sexy Saturn-powered texture mapped 3-D graphics. Wppee kai yai, neither scrawled!

Though Die Hard Arcade is more of a plot-based fighting game than a full on martial arts simulation like say, *Fighting Vipers* or *Virtua Fighter* there are still plenty of fighting techniques to master. The three control buttons give you basic punching, kicking and jumping facilities, but there are numerous combinations you can learn which activate special moves too. Some are reminiscent of *Virtua Fighter*'s PPV combos, but there are other sequential moves you can do. For example, jumping towards your opponent

3D STEADYCAM ACTION!

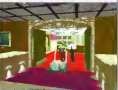
Streets of Rage was a great game, but let's face facts: with the Saturn's 3D power at your disposal, there's far more potential for some amazing graphics. Potential which Die Hard Arcade explores in glorious detail. At comment points in the game, the action camera is to show some ace moves. For example, if there's one minute left and you're tackling him you get some of an extreme close-up, showing you finishing off the opponent. Similarly, once you've licked the final foe of the stage, the action camera rights on in his body as it spectacularly anatomizes!





CUT-SCENE!

The cut-scenes in *Die Hard Arcade* are marvelous and show the maniac madman proceeding with his plans to rob the safe of the company president who owns the building in which the whole game is set. Next, huge amounts of polygons are spent on depicting the villainess of the piece (as well as the president's daughter who's hiding in the drawer of his enormous desk). As well as bursting open the safe (thanks to a nearby associate) he also spends his time demanding your death. Or something like that.



CROSS-STAGE RUNNING ABOUT

Between the various stages of *Streets of Rage* style action, we catch sight of our heroes running through the corridors of the building. Usually you've got to press one of the three major buttons quickly in order to take out a messenger lying in wait, or to avoid some kind of incoming disaster by jumping out of the way. It's all very easy but it really helps to break up the action and provides some kind of movement as you get some see replays after the event to show off how cool you are. Should you fail by pressing the wrong button (or worse still, no button!), you're left to clean up the mess. So, if you miss your opponent, it's back to the *Streets of Rage* style scenario to finish him off, before moving on.

then jilting the punch button while in mid-air brings you down on your fist-first. Other moves work by using the D-pad as well as the buttons. Push down and kick, for example, and you can deliver a series of almighty blows to a foe's groin, leaving them hogging around the room clutching their family jewels in agony. Menz — not!

More spectacular moves are available if you can get up close to your opponents and actually start grappling with them. A couple of punches, then a quick D-button and punch or kick can finisher and you'll be pulling off stomach-busting splashes, back drops and pile drives. Sometimes you can even throw the bad guy to the floor and start knocking (or their law-breaking faces, but if you're not careful they can show you off and then the tables are turned) if you happen to be carrying a gun, you can whip it out during close combat and jab it between your opponent's ribs. Watch in satisfaction as he or she goes up the



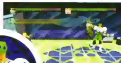
fight immediately and drop to the floor so that you can cuff them and deposit them to the Stateville Prison!

Die Hard Arcade's action is mostly based on brutal brawlfests, but there are also numerous weapons to be fired to aid you in your fight against crime. The groin automatic pistol and machine guns are the dominant firearms you'll find in the game, but the baton runs have also brought along a wide selection of more powerful shooters — throw them a couple of punches and they might drop them for you. The anti-tank gun is always good for clearing a crowded room, and the rocket launcher has an irresistibly devastating effect on all flesh-based foal.

You can use just about any thing that comes to hand as a weapon though. There are lead pipes, broken bottles and knives and in certain rooms you can even grab pieces of furniture and ball them at your opponents to knock them down — how many other games let you deck your foe with an antique grandfather clock? There are also

Running super-smooth at 30 frames per second

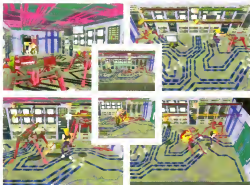
Die Hard Arcade is a great fighting experience.



This masked marvel shows up mid-game and is probably one of the game's tougher opponents before the end-game final boss.

It's that masked biker again... and he's got our hero by the scruff of the neck. Not! Quick, get him! Now!





What do you mean, there weren't any killer robots in Die Hard? Well, there are now. Break off their legs and smack 'em!

The range of weapons on offer is most impressive indeed including the likes of guns, knives, poles and golf clubs!

with attacker aerosols which reduce any foe to a spluttering wreck but if you happen to have found a cigar lighter lighter you can combine both items and — hey presto! — a flame-incuse flame blower!

The battles in Die Hard Arcade are all set in specific locations around the tower, but connecting each section of the game there are cut scenes in which you see the heroes slogging through the building on their way to their next fight. These sections aren't just for scene setting, though — they're actual reaction tests.

As you're logging it around the corridors you might be about to run into a bunch of terrorists coming through a door ahead of you. A red sage appears telling you to press punch or kick or jump. Follow the instruction in good time and you flatten the whole bunch of things in one fell swoop, but if you act too slowly you lose the advantage and have to fight them hand-to-hand in the usual fashion.

There are similar situations further on in the game, in which you have to dodge speeding

fire trucks, lifts in a lift shaft and enemy robots. Slow reactions here result in both players taking heavy damage — so pay attention!

Though we at SMM hadn't really paid the Die Hard Arcade coin-up much attention of late, we must admit that playing an early version of this perfect port-over conversion has rekindled our interest in the game. Though it's notably lacking in authentic Die Hard ambience, the exploration/battle based gameplay makes a pleasant change from the kind of one-on-one fighting action we've become used to over the past months.

The only possible concern we might have is with the game's testability. Anyone who has played the arcade game may well have found that they could get through the whole game with only a few quill's worth of credits. Will the finished game have what enough content to make Saturn owners pay for or more for the disc? Stay with us and you'll find out in the forthcoming definitive Sega Saturn Magazine review!



CLIMB! CLIMB YOU FOOLS!

One of the sub games in Die Hard Arcade involves our heroes climbing a bloody huge ladder. There's little to actually do here since the climbing is done for you. Occasionally large arrows appear on screen, telling you to jump from one ladder to the other before impending doom strikes. So it would appear that the Die Hard heroes are employing some kind of Spider-Sense to warn them of danger. Either that, or they're looking up for most of the time.



More mind-boggling in the top two pictures here. One of the first fighting arenas is shown in the bottom pictures.



SOVIET STRIKE

A couple of months later than promised - it's true. However, Soviet Strike is now complete and ready for action on Sega Saturn! Check out these Saturn pics!

BY	ELECTRONIC ARTS
PRICE	TBA
STYLE	3D SHOOTING
RELEASE	FEBRUARY

NOW WITH FMV

To assist in unravelling the plot and keeping you up to date with what is going on in the battle field Soviet Strike incorporates some excellent Command and Conquer style FMV, featuring lots of over the top American actors wanting to kick some Comrade butt. Or something like that. You'll find they usually interrupt the game to tell you of what your missions and sub-missions are all about.



The words "instant death" spring to mind as another rocket comes



A lot is expected of Soviet Strike, given that its three predecessors are among some of the finest games in 16-bit history. Desert Strike was a classic shamelessly cashing in on the Gulf War conflict. The sequel, Jungle Strike, utilised the same formula and checked in some different vehicles too, whereas Urban Strike took the action to the concrete jungle of Washington DC. What made these games so great was the compulsive nature of the gameplay with varied levels containing single mission structures and sub-tasks. So it must have been a real challenge for EA to continue such a fine series on the 32-bit console, combining the best aspects of the previous Strikes but with superior visuals and more involved gameplay.

The scenario for the premiere 32-bit outing of this series is set in the Soviet Union (probably due to a lack of alternatives if you think about it there's really only Russia and Russia to choose from and with things being slightly complex in Bosnia at the

moment they really didn't have much choice but to go with Russia. It's a bit of a shame really I mean would it be great to be single handedly responsible for solving the problems in Bosnia in your little Apache helicopter? It's an opportunity wasted if you ask me.

However we're not starting World War 3 here, instead we're averting it as your task is to prevent Russian rebels from starting a war with the West. This is revealed throughout the course of the game with some excellent Command and Conquer style FMV which interrupts the game from time to time as you receive messages from your various contacts.

The graphics of the game combine elements of new and old. The fully rendered backgrounds provide a very realistic and detailed terrain which looks quite superb. The standard overhead view that will be familiar to fans of the preceding games has been retained, with EA sensibly deciding not to go for the obvious in-the cockpit blind first. However a new variation of the overhead view has been added to the game with the screen rotating



Soviet Strike combines the best aspects of the previous Strikes with superior visuals and more involved gameplay.



This is your base so try not to blow it up



Shoot the little one 'cos they've got bazookas

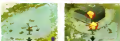


You can be pretty sure this isn't your base as that is all the American flag flying out-side. So try blowing it up.



SIDEWINDER SLEEPS TONIGHT

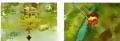
Not content with equipping your Apache helicopter with the normal three weapons of mass destruction, machine gun, rockets and missiles, you now have a fair few sidewinders to unleash upon the Comanches which are more powerful than any of your other weapons. But don't use them all at once because you haven't got that many.



The likes are all known so they use new tactics to get ahead.



Another potentially life-threatening situation for the crew.



The tanks now have better AI meaning they give more of a real threat than previously.

By blowing up the bridge you can stop the tanks from crossing them.



This is the aircraft carrier when you start your mission.



The air above the sea is getting crowded with Comanche droppers.

around the helicopter when you turn as opposed to like the screen remaining still with the helicopter turning around. The new view has not just been added for aesthetic reasons though as it does serve a purpose specifically as it comes in handy when shooting enemies as you are always shooting directly in front of you so targeting becomes a lot easier.

However what we all want to know is, does the gameplay survive the transition to the 32 bit consoles? And is it as good as the PlayStation version? Well from the unfinished version I've played it's looking as though it's survived quite well. The missions appear to be well structured and varied with sub-missions pepping up now and again in a much more random way to what they had done previously. These often involve



Getting close up may look spectacular but it's not very helpful.

rescuing the inevitable hostages or renewing your co-pilot and now have more significance as how you complete them affects the outcome of the game.

The artificial intelligence of enemies has been greatly enhanced so they aren't just dumb drones any more and take a much more active role in the proceedings making them a tad more difficult to defeat. The weapons on your trusty Apache helicopter have been slightly upgraded to assist you in coping with the nuclear threat. Besides the standard machine gun, rockets and missiles you are now equipped with sidewinders which have a much more devastating effect than the other less powerful weapons. We must not forget of course that whilst dealing with the various missions it is also imperative to find fuel, ammo and armour repair if you are to last the distance. These are scattered about all over the place and in the later levels are few and far between.

The big question is, is this game really worthy to carry on the distinguished Strike name? Does the game concept match up to the lovely visuals. Well, the game is just a couple of weeks from completion now, so expect the full review in the next issue of this fine magazine.

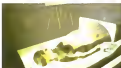
ENEMY ZERO

For the older (or should I say "more mature") gamer who like their games to involve more than beating an opponent to a pulp or driving around endlessly, here comes *Enemy Zero*, a thinking man's game if ever there was one.

BY	WARP/ACCLAIM
PRICE	TBA
STYLE	ADVENTURE
RELEASE	TBA

IT'S IN WIDE SCREEN

That's right, *Enemy Zero* comes in wide screen, or in other words there is huge black borders at the top and bottom making the actual playing window very small. I just hope nobody is thinking of playing this on a portable television, otherwise you could well find yourself suffering from severe eye strain.



The shocking visage of Laura's awakening from stasis here



There's actually a pack or sort of *Enemy Zero* that you can buy that will hold that costs \$3,999. For the money you get an ultra-exclusive pack, plus a visitation from the head of Warp - creators of *D*. We kid you not.

Adventure game fans are pretty well catered for at the moment on the Saturn with several top titles currently available, among them the utterly fantastic *Tomb Raider*. So for those of you who like to use their brains whilst playing a game, here comes another one from the makers of the pretty successful *D*. It's called *Enemy Zero* and it will have adventure game fans dying with anticipation until they can get their sweet little hands on it. Why you ask, well because it has cool CG graphics and a wealth of puzzles for you to solve, not to mention bucket loads of murder, a fair bit of mystery and a touch of intrigue. But will it live up to the standards set by its predecessor?

As ever there is a story behind the game which unfolds as you begin to play. A space ship is hit by an impact on its way back to Earth carrying a crew of seven who are all in a cold sleep. One by one the crew

begin to awake but they're not alone. If they were it would be a bit of a boring game really. There's something else on the ship which rips doors open with ease and can crush beer cans on its forehead.

Naturally it's caught on camera only its image cannot be seen and - horror of horrors - there's more than one of them. As the main character Laura awakes from her sleep she's a bit dazed and has temporary memory loss. She instinctively tries to contact the other crew members on the video phone but it has been damaged by the impact. She gets an image as the screen but no sound. There's a man and he looks terrified, he's trying to say something but Laura can't make out what. Suddenly Laura has the feeling there is something in that bleaker room as he started panicking and picks up a gun and starts firing indiscriminately around his room. Just for a moment Laura caught a glimpse of it as it reacted to the pain. Also



From the creators of *D* comes this long-awaited arcade adventure, with horror, suspense and thrills!



Only through the realistic 3D graphics merge pretty seamlessly with the HD bits



Name:
Japanese
Age: late
rated R0
Better than
Fighters
MegaHit!



Whoaaa... What's going on here then.



Well, I've got no clue as to what this is



Maybe some kind of fancy eye-testing device.



Let's just press some buttons and see.

despite his gallant efforts his bullets had little effect and thus his head was separated from his body in a most gruesome way.

This is where the game begins and it is your task as Laura to face this invisible enemy and keep your head firmly on your shoulders. In keeping with the aircraft disaster in space theme, you will no doubt be required later in the game to pilot your craft back to Earth even though you have no flying experience. But don't worry because there will be a blake at air traffic control who is very experienced and will be able to guide you down.

Obviously this wouldn't be much of an adventure game without puzzles, but there's no need to worry on that score because there are plenty of them in there. Much of your time though will be spent exploring rooms, picking up objects and using them where necessary to solve the puzzles and defeat these creatures. As in D, the places where you can go to within the rooms are limited so you have a rough idea of where any of the objects are going to be. The first object you must search for is a VPS or Visible Party Stain. This device enables you to detect any living being and re-plays it back to you via sound. For example if an enemy is near a beep can be heard, the closer the enemy being gets the faster the beeps get until it

sounds as one continuous beep. Anyone who has seen any of the Alien films should be familiar with such a device (it's called a Proximity Detector). Naturally this comes in handy when firing at the enemy, if you have a weapon that is.

When you leave the rooms and go into the passageways the screen display changes to realtime CG and as a result is very smooth indeed. You also have far more freedom to roam about within the corridors without being forced to go to predetermined places. The controls ought to be familiar to D players using the D-pad to zoom in and out and rotate around. The L and R buttons are used to display the items you have gathered so far and the A button to select and use them.

As is the norm with CG graphics the playing window is on the small side with lettering being being evident even on the Japanese version we have. However as long as it doesn't detract from the game itself we don't mind. But there's only one way of knowing for sure and that is to read the review in next month's issue of SEGA SATURN MAGAZINE where hopefully such answers will let themselves be known. Until then just take a look at these shots and imagine what it's like.



Sheila takes from the immersive game experience that is EG.

Combining pre-rendered FMV with realtime 3D areas,
Enemy Zero is something of a graphical festival - oh yes!



The corridor section (right) are full 3D, but of less than 3D quality.



Me! This will be another of those corridors.



Laura investigates something a bit odd-looking.



Heeee... So plenty of wandering about this.

VATLVA

After the relative disappointment of *Crimewave* comes another driving shoot 'em up that looks like being a victory for gameplay over graphics. Check it out!

BY	ARCANEENT
PAGE	TR4
STYLE	DRIVING BATTLE
RELEASE	TR4



Archie are well up on their anime style graphics, as these missing shots from *Vatlv's* opening stages show in a retrofactive manner.

DIFFERENT COURSES

There are several different courses to choose from in *Vatlv*, some of which rate your vehicle better than others. Each of them have their own unique hazards which you must try to avoid. These range from quick sand to barrels of oil slicks and more. Take a look.



This is a curious little game and title for that matter. It comes from the same people that brought you the classic *Streets of Rage* trilogy on the *Negadrive* and more recently *Story of Thor 2* on the Saturn. Like many people I've been longing for a *Streets of Rage* game on the Saturn and as such was quite disappointed to discover that the latest offering from Arcane would not rectify the situation. However after playing *Vatlv* for a few minutes I'd forgotten all about my initial disappointment as what we have here is a simple yet enjoyable and highly entertaining game. But what the hell is *Vatlv* you may well ask? A Russian brand of vodka? Not quite. This game's easier to swallow without the headache in the morning. **Intrepid!** You will be, read on...

Vatlv, which you will be pleased to hear will probably undergo a name change before its UK release is a one-on-one shoot 'em up from an overhead perspective. It places you in one of several different areas full of obstacles against an opponent. Each

of you are in your chosen vehicle with a small array of weapons and the basic idea is to blast the living daylight's out of your opponent! Simple.

The game itself starts up with a Manga style cartoon intro showing you whom your opponents are going to be and gives the game a very Japanese feel to it. You are then given the choice of six different vehicles of which you must choose one. Each vehicle has different strengths and weaknesses and a different assortment of weapons, both long and short range. Some have far more speed than others which comes in handy for dodging bullets but usually also has less armour than say the tank. It's a trade-off and you have to find the vehicle that best suits your style. There's a tank, a car, a buggy, a hovercraft, a jet and a space ship that looks like a tripod with an extra leg (a quadruped, if you will). Once you have selected your chosen means of transport you are placed in one of several different arenas with various obstacles to negotiate your way around and hide behind. This of

A curious game indeed from the creators of *Streets of Rage*. But it's definitely a case of playability over graphics.



More exciting maps maybe show right here!



Close your vehicle here.



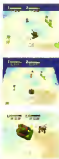
It's all sort of pseudo-3Dish.



The action comes in and out to show both players on-screen.



The range of vehicle encompasses small, fast motors and giant weapons-heavy behemoths - a good example to demonstrate this is *Gravel Storm*.



POWER-UPS

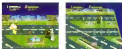
In the interests of good gameplay Ancient have thought not to give the vehicles unlimited ammo otherwise you just sit there blasting each other and what fun would that be? So to add an element of strategy you only have a certain amount of ammo which after a few minutes starts blasting rapidly disappears. Not to worry though because power-ups descend from the sky like a gift from the Gods and will restore your weapons back to their full destructive capabilities should you manage to collect them before your opponent does.



Although being a most enjoyable two-player experience *Vatva* comes into its own with six players at the console!



Best! It would appear that player one is suffering badly from an onslaught direct from the CPU players.



course adds a slight strategic element to the proved legs much in the same way as *Virtual On*. Some of these obstacles can be destroyed like barrels and trees but usually has the undesirable effect of setting your vehicle on fire thus draining your energy bar considerably. The different arenas also have a different effect on how your vehicle handles. So far mainly if you choose the car and you are placed in the snowy arena then you wheel spin all over the place and can barely move making you a sitting duck. When in the hovercraft type of vehicle merely skims over the surface at its usual pace. As for the weapons, each vehicle has a total of six different kinds including the shoot. Unfortunately for you, there is not an unlimited supply of ammo so it becomes necessary to collect the power ups which are dropped randomly around the arena. This of course soon turns into a race between you and your opponent to get to the power-up first.



Living scenery is never to a good idea here



Impressive as are the pyrotechnics in general when you start blowing the enemy. Also noteworthy is the in-game music which has a techno kind of feel to it and fits quite well with the frantic nature of the game.

Despite its simple graphics and simple gameplay our first impressions are that this is going to be a very playable game. Indeed especially if you have some friends to play it with. So if you're after a damn good blast a time make sure you catch our review in a forthcoming issue of this superb publication.



A close-up of a hotshot (left) and a hot-off the line!

letter



Treaky memory cartridges, an anti-Saturn plot and the true name of Janet Marshall! All are revealed in this month's Benny Bag O' Conspiracy Theories! If you have some gambling paranoia that you need the world to know about, you might find it therapeutic to write it down and send it to us at: THE 'ONLY I KNOW THE TRUTH!' MAILBAG, SEGA SATURN MAGAZINE, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, SE18 3AU. But it'll be all change next month when we move to EMAP's new stable in the heart of London's Docklands area (where the bombs go off). By the way, we reserve the right to edit letters for length, spelling, grammar, disgraceful attempts at comedy or to fit in with whatever argument we're currently peddling.

CONSPIRACY #1: MEMORY CARTRIDGES

DEAR SAM,

Being an avid Saturn player I found my system memory quickly filled up and a memory cartridge became a very necessary piece of kit. Upon purchasing a cartridge I gleefully transferred all my saved games from the system memory onto the cartridge. Wow! All that space to save more games! Now for the bad part. I was just editing some players on Sega World Wide Soccer, then returned to the main game to play a bit of forty and I found that all my saved games had mysteriously disappeared. I immediately exited the game and went straight to the Memory Manager on the system to check on the other saved games. My heart sank, the bottom fell out of my pants, NIGHTS FIFA Soccer '96, Power Dragoon Zwei, Daytona, VF, VFA, Virtua Cop, Virtua Racing, SWW Soccer, World Series Baseball, Bug and most of all, Sega Rally with the ghost car! Why did this happen?! What could possess my cartridge to do such a nasty thing to me!!!

Has anyone written in with the same problem as me I wonder?

Dean Abbott, *Enfield*

DEAR SAM,

Why doesn't Sega support its own memory back up? It's almost impossible to buy one over here in the Netherlands.

In every shop they tell you the same crap "Sorry we don't sell them, but I've got this beautiful Data! memory card so which you can save up to 8 megals isn't that incredible?" Sure. Too bad it erases itself after a month or two and that it doesn't support the built-in save and load feature straight from the cartridge.

David van Herk and Marco Jansz, *Alkmaar*

We've seen the same thing happen. Our lovely editor

Rich was in dire need of a memory card so bought one of these "ten quid cheaper than the Sega ones with twice the memory" to see what it was like. Whilst it saves games between system and cart, any save with direct-to-cart access (like Sega Rally) just doesn't work. Rich reports that he was also extremely good off that his Daytona CCE file didn't transfer properly meaning he lost his original car and horses! The moral of this story: stick to the official Sega ones. They might be a trawler race, but they do work properly.

CONSPIRACY #2: DAYTONA CCE

DEAR SAM,

When it was revealed that Sega were finally going to rework Daytona USA I thought, great, a version of Daytona with the same standard of graphics as Sega Rally and the great playability of Daytona itself. Hal Boy was I fooled and disappointed to find out that the only similarities were the Daytona USA name and three courses. Now don't get me wrong, it's still a good game, but it's not exactly what people were asking for was it? All we wanted was the original Daytona with better graphics, better clipping, better in-game music and a two player mode, with the same presentation (arcade) screens, the same cars and the same playability.

Andrew Hurst, *Gillingham*

DEAR SAM,

Did you receive a different copy of Daytona CCE than the one that's on sale? I bought the game on the strength of your review expecting an updated version of the original Saturn Daytona. But what did I find? A very crap racing game! I can understand Sega wanting to make the game a little different, to make more people buy it, but they've ruined it. Here's why: Control: The control is laughable! It's now almost impossible to power slide. Instead you just slide uncontrollably into the edges of the track. All of the cars handle sluggishly, flicking about erratically. I'm playing the PAL version on a Japanese machine and it's slow. It must be useful as an English machine. Graphics: Well the pop-up is virtually just as bad as the first game. The SOWC wall still pops up in two chunks, one of which vanishes in the replay! All the cars look worse, being smaller and less detailed than before (and why have a sky reflection on the car windows when it's going through a tunnel?).

Music: At least the music in the old version was different to other games, but now it's so boring! The singing ones are terrible! Slow down: The game constantly judders about on the 777 Speedway, making control even more difficult than it already is. The other tracks aren't as bad, only slowing when more than four [?] cars are on screen. This might be down to the PAL version being almost full screen though. Speech: If I hear that "You'll burn up the tyres!" sample once more I'll scream! It says it nearly every time you stall.

Two player mode: If you thought you'd soon had pop-up, wait till you see 777 Speedway in two-player mode! The entire pit line is invisible when you're on the track! Sega Rally was never this bad.

Lee Dawkins, *Brighton*

Admittedly, Daytona CCE isn't the game we hoped it would be, and that point was made in the review. But is it really so bad as Lee thinks? No doubt many of you received a copy of the game over Christmas so let us know whether you agree with him. It'd be good to hear from all the family! Do did the fact that it wasn't 'the real Daytona' ruin it for you? We want to know. Yes we do.

CONSPIRACY #3: SATURN HATED!

DEAR SAM,

I am sick to death of having a machine that's supposed to be 'inferior' to the Sony PlayStation. I have worked out why a lot of people buy PlayStation instead of our machine. The problem is computer stores such as Game. My local Game in Bradford are totally insane. I have been in several times and the store who work there have simply slagged off the Saturn and advised every customer who has asked about the 32 bit machines to buy a PlayStation. I have heard the same crap being dished out at Leeds and Sheffield stores.



The Daytona CCE looks a bit like an expected. The Japanese release isn't out about now, so it will be interesting to see what the extra development time has meant for the far East release...

if a lot of people go to Game nationwide and they are all persuaded to buy Sony then it is not hard to see why Saturns are not selling as well

James Clements, Bradford

DEAR SSM,

I reckon that Sega should take some sort of action against Corset. When my mate went to buy his Saturn the salesmen said he should get a PlayStation. Again my friend asked for a Saturn. Again he said get a PlayStation. In the end my friend got his Saturn but I think Sega should go and beat up the blokes in Corset. Is it any wonder the PlayStation is supposed to be out-selling the Saturn by eight to one

Orlando, Redheadwriting@bt

DEAR SSM,

About a week ago me and my mate were in HMV buying the Saturn I wanted for Christmas. The bloke at the counter advised us to buy a PlayStation because he said that the Saturn will be out of date and end up like the Megadrive soon. He also said that games companies are making most of their games for the PlayStation and not the Saturn. I said that wasn't true and told him about the great future releases for the Saturn like Virtua Fighter 3, Virtua On, Virtua Cop 2 and Bug Tool. But he still wasn't convinced. But I still got a Saturn because I think the games you can play on it are cool and I think the PlayStation is total trash. On the other hand, could you please tell me if what that shop assistant said was really true or if it just a stupid remark

Chris Shaw, Isle of Wight

Here at SSM we're quite happy to receive all of your complaints against retailers preferring the PlayStation over Saturn. Get names, branch names - all the info you can, and pass it on to us. We'll compile a dossier to send to Sega. As Rich so generously puts it in Q+A this month: "Keep on steadily it rife the world over. I won't rest until such fools are unscarred... and eliminated."

EGAD! BAD PAD!

DEAR SSM,

What on Earth are Sega doing? I refer to the new Saturn joy-pad which has taken an evolutionary step backwards!

The two main selling points of the Saturn over the PlayStation for me were Virtua Fighter 2 and the directional button on the joy-pads which were ideal for games like Street Fighter Alpha which require a lot of directional button roll moves. So why have Sega gone back to the old Megadrive style directional button and abandon the new style of Saturn joy-pad?

D Douli, North Connally, Mid Gloucester

The fact that you are a joy-pad connoisseur is laudable, Dougie, but to prefer the old Saturn pad is clearly a sign of conceited madness. The old Saturn pad had an uncomfortable D-pad and super-unresponsive shoulder buttons. By switching over to the Japanese versions, Sega have done as UK gamers an immense favour - it's the ultimate pad!

THE GUNS YOU'LL NEVER OWN

DEAR SSM,

I am hoping to buy Virtua Cop 2 and I have seen advertisements for the Predator gun. It looks better than the standard V Cop gun but it could be a total rip-off. Please could you tell me which gun is a better buy?

Shawn Coles, The Richmond Golf Club

A good question indeed, and not having established a Predator version we are ashamed to say that we have no answer for you at this time. Seeing as the innards of each gun are usually fairly standard



Hold your own BIRTHS! Well, if you're good at art, that is.

there's probably not much difference technically, but perhaps some kind of weapon-tinting feature is in order for a future issue: *Blaze*. We shall consider it.

ELECTRONIC ARTISTRY

DEAR SSM,

I have recently bought a copy of NIGHTS and I think it's amazing. I also love the 3D controller and being the artist that I am, I could not resist painting it. Here is a photo I took of it for your readers. As you can see I'm no photographer! Anyway, perhaps other readers with artistic skills might also paint their Saturn controllers, Virtua Guns etc, and send us pictures. You could even have a competition! With RIG prize! What do you think?

Ned Stewart, Devon

We think... that's not a bad idea, actually. Does anyone else have Niall's skill with a paintbrush? Send in a photograph of your customised controllers (remembering to focus on

the artwork, not some old Jim Morrison T-shirt that's lying around in the background), and Rich may well reward the most artistically skilled entrant with some suitably luxurious prize. A tin box of Cadbury's Milk Tray, perhaps.

DESTROY! DESTROY ALL PLUM!

DEAR SSM,

In issue 74 of your mag I noticed a reader's letter that was so dumb I had to reply. The letter was about the most striking bird on the face of this Earth: FIGHTING 1 WATT PIGEONS and the old grannies that feed them and as for the person that wrote in to you with the stupid idea of having the bloody vees in a game he should be shot like one of those pink things in Doom.

I have a good idea for a game. I think I will call it ATTACK THE PLUM! The object of the game would be to hunt the hell out of pigeons and people that write pointless and unhelpful letters in to such an information-filled mag. You could even use the Virtua Cop gun.

You might have gathered that I hate pigeons and stupid people so please do all your readers a favour and save the space in your mag for people who have some thing interesting to say so I don't have to write another letter like this.

Conorred/Breake, London

See. We agree.

THE MAKING OF JANEY MARSHALL

In issue 74's Virtua Cop 2 showcase we foolishly promised to give a copy of "PC" to whoever came up with the most

appropriate nickname for Janet. We've had to endure a torrent of letters and postcards jotted with all kinds of ludicrous suggestions and depraved growling. Interestingly though the same suggestions kept coming up and they were:

1. *Mia* (presumably from ex Megadrive owners who had played Streets of Rage)
2. *Speed* (yes, very imaginative)
3. *Heavy* (because cars have horns obviously)
4. *Various other car names*, eg Wheels, Motor, Gears etc.

The best of a similar bunch was Craig Anderson's entry which at least made us laugh with names such as Hub Cap, Thrift, Boat 1, and BMW (Big Mad Woman, mmm, classy). So he wins. A special mention must go to Adam Hitcher who sent in a sheet of 49 different names, each more appalling than the last. We wonder how Janet would feel if her friends referred to her as "Orley", "Gunslinger" or "Soup Dish"? Answer on a postcard to: Aha... No... Not this time.



It's official! Janet "Hub Cap" Marshall!

Q&A

Thankfully the vast amount of Formula One questions has abated this month, only to be replaced with just about every other question concerning the long overdue Saturn Doom, and whether it's better than Exhumed (yeah right). Trust the SSM posse of the Master, Rich Leadbetter and Sega overfriend, Mark Maslowicz to provide 100% accurate responses to the burning Saturn-related questions of the day. Send more letters, hopefully testing our combined intellects to their full power to **I AM THE MASTER O+A, SEGA SATURN MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

HOT DOGS

Dear SSM,

I know you eat the best dog ever and I have one niggling question to ask you: Which should I eat up should I get out of Exhumed, Doom or Alien Trilogy?
Help me PLEASE!

Andrew Dyke, No. 101

Get Exhumed. Get Alien Trilogy if you must, but DON'T get Doom. It really is the disappointment of the year. Exhumed is the king of this genre, without a shadow of a doubt. Maybe Doom will make up for the tragedy that is Doom.



What's the best from good? Alien Trilogy? E, et.

3D SHOOTING QUESTIONS

Dear SSM,

I've recently bought a Saturn and I decided to ask you questions to test your large belly of knowledge. I've recently played Doom on my male's PlayStation (Doom) and wanted to know when the Saturn version will be out and will it have the Cloak Doom level?

2. When will Duke Nukem 3D be released and will it be link up?
3. As so many link up games are due on the Saturn when will the link up cable be available?
4. When will Sega Touring Cars be out on the Saturn and will it be a good conversion?

R. Solo (Mellious - Rich), Othello, Othello

1. As I said before, Saturn Doom should be out now and it really is a tragedy, unfortunately. It probably has the Cloak Doom level, but it gets so jerky later on it's rendered virtually unplayable. A late '93 I think. Not sure if it's link up. 2. It doesn't look like it will appear in that year for the time being, but some clever soul might create their own which is compatible with the legs, one just in Japan. Sega are concentrating on Nintendo compatible games at the moment. 3. Another late '93 release, probably

BATHING CRAMP?!

Dear SSM,

First of all I think your mag is great. And second I would like to ask you some questions.

1. I'm getting a Saturn for Christmas and I would like to know which games are the best?
2. I think Daytona is quite good. Why I love it, but it is crap. What do you think?
Thanks love, Rob Olszowski, Sweden

1. Virtus Fighters 3, NIGHTS, Sega Rally, Command and Conquer, Fighting Vipers, Virtus Cop 3, Virtus On, Exhumed. 2. It's a starter piece of playability let down by some cringeworthy visuals. But it is a good game. Your friends are stupid.

IT LOOKED SUPREME!

Dear SSM,

PLEASE do not reply to me if you bloggers never post any of my stuff!
1. With the slightly Saturn going retro (Duo or Albatross, Space Harrier) wouldn't it be great for EA to do the original NHL (SA Hockey and Madden all in one file). I would buy it!
2. Do you remember that magnificent, little title called 'Punks of Rage' that only affected millions of copies world wide? How about a Saturn version?
3. I need to give you that Super Street Fighter II Turbo heading for the Saturn. Is it a still too? Can it be ported to Saturn ports all over the Alpha series?
4. Whatever happened to Heat of Darkness? You show great if it was right and I looked supremed!
5. It is my loyal Saturn owner's ever get to play 'Fate to Black or Redneck' DVI?
6. Are Sega still going ahead with the cart/CD games? If so how about a Samurai Shodown conversion?
7. Would it it have been a good idea for Virtus On to use this concept? This would help forthcoming bloggers like VJ to suffer less in the conversion.
Jonathan Williams, Woking

1. I don't EA would agree, but I think it could be really diverting. 2. Not currently in development, but it's a possibility. Try Die Hard Arcade though as it's similar. 3. Sorry, it's Super Puzzle Fighter that's coming out, not Turbo. DVI 4. Should be out in mid 93, but who knows? 5. Excellent! But is a distinct possibility as some shape or form, but Fate to Black is high on my list. 6. They've already done it in Japan. King of Fighters '93 will get a UK release early next year and it's better than Street. Shodown anyway. 7. Virtus On wouldn't really benefit and personally I reckon VJ could do with some 3D accelerator chip as well as extra memory.

HIGH-BES FRENZIES

Dear SSM,

You see the best Sega mag on the shelves and I wish your ever-ending fountain of eternal knowledge to bring me answers.

1. With Synchro Wars and Quake on the Saturn the 360cube made like of a really lovely PC?
2. Don't you think all the controllers are getting a bit out

of hand? We've got the normal pad, the MGH's pad, the Virtus On controller, the arcade stick, the Virtus On controller AND the mouse?

3. Will there be Saturn conversions of the following games: Mortal Kombat Trilogy, WingOut 2000, Worms United, GTI Club and Warcraft 2?
4. I was in Cardiff recently happily playing WorldWide Soccer and winning when this sound (like and it's damn good) a sales assistant about the PlayStation. He told me how he felt that it's a little better than the Megadrive but with slightly better graphics. He then came to my house on my life by saying: 'MGS was a real bad conversion of a Megadrive game. How do you think Sega and Williams can stop this sort of loss?'
5. When will the following be released on the UK Virtus On (and controller): the house Returns Fire and W? 6. Any chance of a NIGHTS 2? 7. I once saw a preview of a game called Ninja. It looked so like a Tenno Rider and I was wondering if there was any news on it?

Scott Jenkins, Somersham

1. The Saturn hasn't got a 4000hz mode, but the high-res mode (assuming the 3000hz) isn't really suited for those types of games. So no. 2. All you really need is the NIGHTS pad and your ordinary one really. 3. MX Trilogy is the only one absolutely confirmed for Saturn, but WingOut 2000 is a distinct possibility at some stage in the future. 4. Not really. I'm afraid. Rampant stupidity is like the world over. I won't rest until such books are unusable... and eliminated. 5. Virtus On is not now (the controller's not currently planned for UK because of the very high price, no date for the mouse, W? as of 1993. Return Fire! Even I don't know that one. 6. Sega: They are working on another Saturn game, but so far there's no news as to whether it's a NIGHTS sequel or something else. 7. It's by CSM, but not the one! We'll tell you later.

CELEBRITY GAP

Dear SSM,

When is Doom coming out and what cart/cd will it have. Is it 16?

Neil Piggott, North Wales

The original PC Doom got a 33 refresh rate, but having played the Saturn translation I think it should be banned. Surely there's some kind of obscenity law that covers this horrible conversion!



VIRTUA vs VIPER!



FIGHTERS MEGAMIX

The biggest fighting game ever was officially unveiled in last month's SEGA SATURN MAGAZINE. Fighters MegaMix is the greatest 3D fighting game ever - BAR NONE. A vast cast of 32 AM2 characters meet for the ultimate battle in this most anticipated of Saturn games. RICH LEADBETTER owns the first copy outside of Sega. It's not a trick! Not a dream! We reveal (almost) everything right here!

I've had Fighters MegaMix in my possession for four days now. The initial excitement of having this most sought-after of videogames in my possession still hasn't abated. Yes, Fighters MegaMix is THAT good. You might wonder why. After all, it's just fighting Vipers with more characters, yes? Well, no, yes, but it's just so much more.

The game could have been quite dull if the Virtua Fighters remained as they were in VF4, but they aren't. In terms of control, they're almost identical to their VF's selves, meaning that a vast chunk of the new coin-op's wonder is instantly transferred into MegaMix. The Vipers have had some extra techniques added in, but mostly they remain much as they were, hence my decision to dedicate the majority of this showcase to the VF characters, who kindly deserve the space.

First of all, though, a bit of a MegaMix Q&A, prompted by numerous phone calls to the office (which sap too much of my time, by the way - please have mercy).

1. Is it in High-Resolution?

Not like Virtua Fighter 2 where everything was super crisp. In MegaMix, everything apart from the main characters and the walls are in high-res. The lighting has been improved over Vipers, though it's AMAZING!



In a homage to Capcom, AM2 now give Kage a dragon punch!

2. Whatever happened to Shue's bridge and the plane taking off?

Never mind the gameplay, many people criticised VF4 because Shue's bridge weren't in there! D'oh! Fighting Vipers' similar set piece, the plane taking off on Tokoi's stage is there and looks brilliant, although not quite as good as the coin-op.

3. Who are the Secret Characters?

There are ten secret characters in all. We reveal a few of them this month, including one of the best ones - Janet "Maid-up" Marshall from Virtua Cop 4. We'll go in-depth on some of the ones revealed this month in the next issue and show off the final bunch as well to patent.



4. When's it out?

It's out in Japan already and has been twice in December. Sega Europe are going to release it probably in March, so a great PAL version seems unloppable!

5. Is it really that good?

As I said in the 1997 preview, I still think that VF4 is worth 9/10. And Fighters MegaMix is undoubtedly a lot better. Marking this is going to be a toughie. As I told a pecky caller the other day, "Words alone cannot describe the power of Fighters MegaMix. Now be gone!"

MegaMix has an amazing full-screen FMV intro with no blackness whatsoever! It's amazing! Here are some highlights...



Viper Bobo never challenges the unbroken power of Mike Ball!



Jacky continues his search for Sarah, in his SuperCar motor!



Felix distorts at speed through a psychedelic wasteland!



W'ier distorts in Vipers, Jean Louis knows that ever before!



Sarah, in her kicky VFD gear, still works for the JF Synthesizer!



Mars and Kage: The Viper refuses under the Star Palm of Doom!



Candy puts her red costume on display and reveals her new date!



Beto and Akira's shoulder charges rolled. Brawl! Who's out!

AKIRA YUKI

It's official. Akira Yuki is the winner of the Virtua Fighter tournament, settling old scores with King Marv in the final and annihilating everyone else. Returning to his father, who outlasted his fighting art, Akira is pleased to reveal his victory "Yuu victory is meaningful" then, den his Dad "four training has only just begun!" This training results in Akira becoming even more powerful. Radically transformed from VF4, Akira's power will change the world!

NEW TECHNIQUES

Wicker Shoulder	COF
Acrobatic Kick Strike	COF+4
Griffon Dash Kick	CF+4
Red Bull Shoulder	COF+4
Griffon Bitter Serenade	CE+4
Northern Pease	COF+4+4
Grash Guard	CF+4
Waking Destruction	CF+4
Sevens	CE
Lawful Kick Strike	CE+4

NEW TIPS

Big Sweater	COF+4
Use holding for Best (100%)	CF+4
Big Dash (100% or better)	PS

NEW REVERALS

High Reverse	CF+4
Mid Reverse	CF+4
Low Reverse	CF+4
Playful Reverse	CF+4



Akira reveals some of his older moves, such as this one. However, these attacks can be followed up with new moves to devastating results.



Wicker was Akira's attack. He was unstoppable in Virtua Fighter 2 and now he is even more powerful! His new moves create some boom!



Lee shows off some of the new techniques that make his own name of a formidable force for combination attacks.



LAU CHAN

After an unsuccessful defense of his VF crown, Lau Chan returns to his home town, seeking (at his new restaurant), poetry and martial arts training! Convinced that the key to success still lies in his potential mastery of the combination attack, Lau devises new methods with which to inflict multiple-hit misery on all his foes!

Tiger Kick	CF+4
Newspaper	COF
Wasted Whorled Lay	COF+4
Two Roundhouse	EE
Lee of Fighting Post	COF
Tiger Spear Palm	COF

Lee's new Super Move

VIRTUA FIGHTER RULES

Virtua Fighter is one of the most technically competent fighting games around, specializing in realism and skill. Switch Fighters MegaMix to VF rules and you'll see what we mean. The Viper characters are at a disadvantage here since their Power Coaster techniques are no longer usable in any way, however, it does mean that the Vipers have more difficulty in getting rid of their armour. Key VF moves still have armour-breaking facilities though, so the Vipers get even more of a raw deal in these circumstances.



BACKGROUND NOISE

AM2 promised loads of new scenes to look at in *Fighters MegaMix*, and here is a selection of them. Some are great, some are weird, others are frankly amusing to behold.



Oh, it's Wolf's stage from *V2*. So, what's new? Well, the fence from the sub-up has been re-instated and its works like a *Vipers Stage!* Yes.



This is Sarah's stage from *V2*, told over her use of the hidden characters. The fighting arena behind is one and AM2 have added some signs to smash.



This stage is called the Wilderness and has no walls. The setting is the desolate terrain outside *Artemis Day* from *Vipers*. Those stage is *R7*.



Weak there, this looks suspiciously like something out of the *Sonic* *The Fighters* sub-up, which AM2 also did. Can some hidden character games...



Don't hold on, isn't this from *Virtua Cop*? Indeed, it's the deck stage from the start of *Virtua Cop 1*. It's *Joel's* stage!



It's the desert from *V2* - the most brilliant backdrop in the game. It has *V2* made that but who does it belong to?

FIGHTING VIPERS RULES

All Hell breaks loose should you stick with *Fighting Vipers* rules. The pace of the game hops up incredibly, making for a more arcadey experience over the more technically sound *Virtua Fighter* game. Floating combinations become clear to ridiculous - even Akira performs some frankly unbelievable strikes! Power Cores all work fine. The VF characters also benefit here. Press back with P+K+G to activate their moves. Also, pressing P+K+G whilst in mid-air rights you before you smash to the ground.



Shun's new attacks flow freely from one to the other, making the very powerful...



Shun's capable of attacking at all heights in quick succession. Excellent.

SHUN DI

Shun's seemingly care-free attitude has changed since the end of the *V2* tournament. Although his unconventional techniques have moved many fans, he was soundly thrashed by Akira - the upstart fellow seemed warmed him about. Focusing his fighting arts even more into the unpredictable and downright weird, than is confident of victory!

MOVEMENTS	VS. SHUN
Shining Blade under One	100%HP
Starburst Kick	100%HP
Two-Point, Pulling Body Attack	100%HP
Jump	100%HP
Jet Boost	100%HP
1) Floating Boomer	100%HP
2) After 2) Pulling Body Smash	100%HP
3) Slowing the Shiner's Boomer	100%HP
4) Jumping Jack Attacks	100%HP
5) Breaker Walk - Hard/Soft	100%HP
6) Breaking the Side	100%HP
NEW STAGES	NEWLY
1) Pulling Body Smash	100%HP



Shun can now drink at will. Before the game at the top of the screen.



FIGHTING VIPERS: PHASE 2

The majority of this showcase has dealt with the changes in the Virtua Fighter cut. Let us forget, this is a MegaMix, not just a cut-down version of VF7, and the Vipers are all present and correct in this new game. In fact, it's better than that because they've been kitted out with new techniques (just so that they stand somewhat of a chance against their VF7-powered competitors). Don't get too cocked - the Vipers haven't got half as many new techniques as the Wers. In fact, with some characters even we had trouble finding any difference at all, bar some universal additions, such as side throws. However, we've still managed to cobble together some new moves for the Vipers, so take a look at the pictures below and marvel at their new powers!



Bala hasn't really changed that much but this combo is pretty cool, hitting straight from a freezing shove (C+C) straight into a shoulder charge (C+C+H)



Rexel's gutter-punch reaches new heights with a great new low-kick attack, belting his low-rented Sides (483 C+C) hard over both low and high attackers at a single stroke.



Samson's potential for floating combinations has been boosted greatly, mostly thanks to attacks like this (C+C+L). Otherwise, there's little new for him.



Pitky boasts a new kind of attack that many of the Vipers have almost exclusively. Hitting down E, holding up, releasing E and immediately pressing E gives a whopper new command hit. It's a bit difficult to show in a screenshot, but here you get some idea of what it's about. Hitting at a difficult height, it's a potent attack.



It seems that Tala has learned a great deal from WF's Judy with his new moves. His side-throw is identical, but the stage holds and press F+E from the side to see a character's side throw. Tala and Judy's anti-tilt kick is very cool indeed.



Samson was never so great at dodging in order as opponent's guard and striking. He's better now though, with a sweeping punch into area attack (C+P) that's cool (C+P). Little enhancements like this help immensely.



Pitky also benefits from a two-joint bottom style of kick popularised by AM2 with Judy in VF2. Activated here with C+E+E, in effect hitting at two heights makes it good to deliver as well as efficient. Excellent...

NOT FORGETTING...

Initially we wrote the **NOT** secret characters are the following (apart from WF and Vipers). They were either listed in their respective game's manual book on Box 049 but they're all instantly selectable in MegaMix.

DURAL Looks like Virtua Fighter, minus the VF Dural, without the 'Lose morphing bits. The original was character work just about the best of character's best moves.

MAHLER HIM as a 20-year-old arrives via a mystery time warp. Not as powerful as SAM. He's also lacking his helmet in MegaMix, so he looks different as well. Cool.

BN He's big, in fact he's huge. Almost as vast as his battery of endless combo strikes. If just one of his combo hits strikes, the others follow. Deadly.

KUMACRAN The comedy from across Fighting Vipers returns via a mystery time warp. He's looking to make a name for himself, but that's not our idea.



TEN SECRET CHARACTERS

The big news about Fighters MegaMix is of course the ten secret characters, initially seen as question marks on the character selection screen. All ten are "collected" by beating the various routes through the one-player game. We've decided to reveal only a few, saving the majority for next month.

SECRET CHARACTER #1: JANET MARSHALL

One of the best secret characters in the game is a pro boxing moves list and break down is found at the end of this other spectacular showcase.



SECRET CHARACTER #2: KIDS AKIRA

Complete the Versus Fighter round in the one-player mode and you get Kids Akira, whose moveset is virtually identical to the common or garden MegaMix older woman's. He fights in much the same style, although the shortness of his arms and legs makes things... difficult for him.



SECRET CHARACTER #3: KIDS SARAH

Kids Sarah is also "got" by completing the Versus Fighter round in the one-player mode of Fighters MegaMix. Just like Kids Akira, she's kindred with all the moves of the older MegaMix version of herself! She's not very strong against ordinary characters.



SECRET CHARACTER #4: NEW CANDY

New Candy, new danger! Acquired by beating her on the last stage of the Versus level of the one-player mode, Candy's new costume is very cool indeed! Don't get too excited, as far as we can see, none of her moves are different. Select Candy with X or 2 to get the new threads!



WOLF HAWKFIELD

Wolf views the entire tournament structure merely as a way of bettering his wrestling based skills. The greatest wrestler in the world, he sought to better all other arts in the first VF tournament, only to be defeated in VF4, much the same thing occurred, despite his vastly improved combination potential. In *Fighters MegabMix*, Wolf has most of his VF techniques, including his new some chain-throw techniques. Unlike before, these are actually memorable and quite versatile. Along with his larger arsenal of throws, Wolf also carries equipped with combo ready chops, sweeps and what have you. Making him an even more versatile fighter. Always underrated, Wolf might surprise you this time.



A lot of Wolf's new throw begin with this graphic sequence.

NEW TECHNIQUE	KEYWORD
Flying Bear Kick	DP+K+K
Rolling Beat	DP+K
Rock Cut Kick	K+K
Street Ball Kick	DP+K+K
Level Back Drop	P+K
Grindy Lariat	DP+K
Tomahawk Kick	DP+K
Arrow Roundhouse	DP+K
Street Raging Shoulder	DP+DP+K
Tomahawk Drop	DP
Corner Kick	DP
Wave Beat	DP
Dragon Kick Kick	DP+P
Double High Kick	KK
Street Elbow Beat	PP+DP+DP
Street Kick's special throw	PP+DP+DP+K+K

NEW THROWS	KEYWORD
Arm Whip	DP+DP+K
T Catch	DP+K
After T1 Thunder Fire Powerbomb	P+K
After T1 Front Sledge	DP+K
After T1 Front Neck Break	DP+K
After T1 Push	DP+K
T After T1 Change	DP+K
After T1 German Sledge	P+K
After T1 Push	DP+K
After T1 Upper Sledge	DP+K

NEW REVERSALS	KEYWORD
Street Kick Reverse	DP+K
High Kick Reverse	DP+K



One of Wolf's best new techniques sees him begin a graphic, duck around behind his opponent and then execute a final technique, such as the backbreaker, above.



Another one of Wolf's new throw techniques!



One of Wolf's Street Kick seen from his opponent's view, causing them to lose their balance. During this time, quick Wolf players can execute a counterstrike attack.



Wolf has many new strikes that make him an adequate hand-to-hand fighter. Throws are still his forte, though.



TRAINING MODE IS BACK!

One of the best things about *Fighting Vipers* over and above VF4 was the inclusion of a Training Mode which allowed you to practise your techniques over and over. The same system has made its way into *Fighters MegabMix*, so you can get to grips with the new techniques that both the Virtua Fighters and the Fighting Vipers have at their disposal. Just like Vipers, the Training Mode is the key to opening up some of the game's additional secrets.



LION RAFALE

Seeking to escape the over-protective clutches of his French aristocrat father, Lion (pronounced Leon) entered the VF's tournament, only to lose returning to his father's estate. Lion vowed to do better. Much better. Realizing that his ability to strike effectively at multiple heights was his best advantage, Lion has bettered this skill further with a battery of stunning new techniques in many ways similar to Vipers' Picky. Lion has also improved with age. Now 16 years old, he has grown slightly, meaning that he hits with greater strength. Very, very similar. Indeed to his VF3 self. Lion's incredible techniques and improved Duddity have made him a new favorite for arcade players.

Vertical Panthera Pains	OP +
The Way is Taking Beam Kick	OP
Flaming Street-knife Legs	OP
Moving Fire Kick	SK
Lee Dash	OP + SK
Tiding Strike	OP + E
Smoking Backhand	OP + E
Excuse Barrel Cannon	OP + E +
Geeking Pains	OP
Expanding Powering Wing Feet	OP
Moving Beat Sweeps Kick	OP
Dark Rising Punctures Punch	OP
Collapsing Head in Smash	OP
Muscle Smash Combo	OP
Rolling Combo Kick	OP +
Moving Muscle Sweeps Kick	OP
Corner Beat Combo	OP +

Clipping the Roundtable	OP +
Falling Head Striker	OP +
Sky Strike Kick	OP +
Strong Blow	OP +



Lion's flying combo remains as good as ever.



Lion's also got some new low kicking attacks.



Lion's most spectacular new technique sees him chamber onto an opponent's back and push himself off at speed.



Lion's arms burst open from VF3, the vast majority of his old moves work fine, he's just been tweaked.



CHARACTER SELECT AND VERSUS ACTION!

The detailed character faces and biographies are gone from the MegaMix fighter select screen, which is kind of bad news. Still, in its place we have the mother of all select screens, with all the characters' faces shown in a classic style. Notice the question marks on two of the spaces. These are for the secret characters and gradually fills up with more faces as you complete the one player mode variations. Notice that Darul, Kasuechan, BM and Mahley are instantly selectable. No more hidden character duties for them as the real secret characters are pretty much all-new creations!

1P MODE

SELECT YOUR FIGHTER



ONE 1 ONLY

PRESS START TO BEGIN



Another lion strike sends Miro flying...



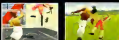
Lion Rafale is one of the General's attackers in Versus Fighter 2 and indeed he's just as lethal in Fighter's MegaMix. Master his new moves and kick some ass!

JEFFRY McWILD

Jeffry McWILD continues to fight for exactly the same reasons as before. He's still in dire need of prize money with which to buy a new boat and continue his search for the Devil Shark that destroyed the old one. Jeffry's skills have been drastically improved thanks to his discovery of another ancient form of Pacematrix technique—the art which Jeffry has sin gloriously resurrected from Roman times. Now, as well as being a powerhouse with amazing grapples and throws, Jeffry is also more than adept at hand-to-hand fighting, and has even found ways of chaining moves his straight into throws. Still not as fully rounded as, say, Akira, but Jeffry remains a formidable force if you can master him.

NEW TECHNIQUES	REVIEWS
Double Smash Kick	DP-5
Jeffry vs. Akira & Reversal	DP-5
Shove Strong	DP-5
Double Hammer	DP-5
Triple Kick	DP-5
Knock Upper	DP-5
Shield Hammer	DP-5
Slapping Hammer	DP-5
Shield Kick	DP-5
Knock Kick	DP-5
1. Elemental Grush	DP-5
After 1-11 By Throw	DP-5
Whirlie Kick	DP-5
Knocking Low	DP-5
Low Kick	DP-5

NEW TIPS	REVIEWS
Body Lock	DP-5
Strike	DP-5
Overhead Back Breaker	DP-5
Spinal Manipulate	DP-5
Low Throw	DP-5
1. Head Butt	DP-5
Jeffry 21 Round Grush	DP-5
Jeffry 21 & Double Kick	DP-5
Jeffry 21 Triple Kick	DP-5
Low Kick (New)	DP-5
Powerbomb (New)	DP-5



As well as improving his grapples and multi-move throws, Jeffry's hand-to-hand capabilities are also boosted.



PAI CHAN

Pai's main motivation for fighting—the homicide team of his father—remains unquenched. Determined to bring him down if it means going through the entire roster of Virtua Fighter and fighting Vipers, she has learned new multi-level techniques and improved her reversal to Akira's excellent standards.

NEW TECHNIQUES	REVIEWS
Performing Double Hammer Low	DP-6
Knock Reversal	DP-6
Forward Double Kick	DP-6
Low Kick	DP-6
Double Kick	DP-6
Powered Break Kick	DP-6
Moving Break Kick, Head Kick	DP-6
Punches Flat	DP-6
Flying Double-Head Kick	DP-6

NEW TIPS	REVIEWS
Drinking Thunder	DP-6
Phoenix in the Violent Sky	DP-6
Swirling Air Fire Throw	DP-6



Pai's new throws and reversals are most impressive...

SURVIVAL AND TEAM BATTLE!

Set's modes over and above the one player and Versus game variations have been included for your pleasure. Team Battle Mode should be familiar to all VFA Saturn veterans. Pick a team of eight characters from the entire roster of fighters (including the secret ones you've not met!) and do battle either against your human opponent's might, or the CPU's choice.

Survival Mode is all new and very fun. Choose either a stage, arena or three minute deadline and try to beat as many foes as you can in the time with just a single energy bar of power. True—you take far less damage than you do in an ordinary bout, but beating your own records is excellent fun!



THE PLANE IS IN THERE!

There were rumblings that after the no-show of the bridges in Shinn's stage on VF2 that AMAs would do the decent thing and put the plane taking off in Tokko's stage into Fighting Vipers II never happened. Until now. Okay so it's two big spikes (the plane and its shadow) and you can't move as it flies over, but we don't say one not to be impressed when they see it! Shinn about the weird plane spike in the air on the second round, but you can't have everything, can you?



Espe's two-foot toes throw new links into one of Fighting Vipers II's most spectacular techniques. Following up the toe, Espe hops up and grabs his foe in mid-air, somersaulting and bringing them crashing down to the ground. In a word: ouch.



Espe's double footers result in an unbroken range of throws and attacks. As always, Espe manages to hit at unopposed levels, making her so unpredictable as well.



KAGE MARU

The mysterious *REIJI* character who played Akira's title challenge in the original Virtua Fighter managed to reach the final in the second tournament, only to lose badly. Concentrating his energy skills on providing powerful back-up to his stealthy, sneaky attacks, Kage Maru is confident that his new-found versatility and power will make him blowing heat this time around. Of all the characters in MegaMix, Kage (along with Akira) is closest to his VF2 self in terms of technique. He retains the irritation factor that he had in VF2 and has improved the range of his combos to great effect. A potentially deadly force in MegaMix, his moves are sufficiently alien enough to justifiably annihilate any of the Vipers and many of the Virtuas.

NEW TECHNIQUES

Morgue Roll	PP-CP
Morgue Roll Reverse Kick	PP-CK
Sole Shot	CP
Rolls & Reverse Kick	CP
Jumping (to the opponent's feet)	CP
Philly (to opponent's feet)	CP-CP
Rolling Lead	CP-E
Reverse Rollers Wheel	CP-E
Roll Move Kick	CP-E
Rolling Head Bait	CP-E
Overhead Head Bait	CP-E-P-E
Twisting Flash Bait	CP-E
Whirling Flash Bait	CP-E
Wheel Flash Bait	P-E
Earth Kick	CK
Reverse Roll Kick	CP-CK

NEW FINISHES

Scissors Kick Thrust	CP-E
Rolling Kick	CP-E
Alpha (1) Kick Swing	CP-E
Roll Kick Kick	CP-E

NEW BEATS

Small Head Reverse	CP-E
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Along with characters such as Akira, Pal, Shinn and Ugo, Espe has now been equipped with a three meter that inflates as she hops, but allows him to attack without restraint from behind.

SOLO PLAYER VARIATIONS

Select one player mode and you'll notice something that you'd never have seen in an AMA game before: different routes through the game. To begin with there are four different variations for you to work through - Novice, VF Vipers and All-Girls. The topic dictates the fighters you'll come up against. Note that you have free choice of your character, so if you want to be Akira and beat the crap out of the women on All-Girls, that's your look-out. Also (be aware that the boss character you face at the end of the route determines which secret character(s) you'll get for your efforts. Complete the first four variations to access another three. Complete those and two more need to be found to complete the set.



JACKY BRYANT

He's getting closer by the day to revealing the 36 Syndicate for being responsible for his lovely Car accident. He's also tremendously boosted from his V7a days, chaining together more of his techniques to create deliciously surprising and extremely deadly combination strikes. Only his lack of new throws disappoints.

Fast Kneeable Combo	F-K-FF
Fast Kneeable Combo 2	F-K-FF-CK
Lightning Kick	CP-K-BKKB
Lightning Kick Combo 1	CP-K-BKKB
Lightning Kick Combo 2	CP-K-BKKB-CK
Heelsie Low Kick	HK
Spine Kick Beat	CK-B
Kick-Spinning Back Kneeable	BS
Combo Kneeable, Low Spine Kick	BP-CK
1 Way Spine Kick	CK-B
Elbow Spine Kick	CP-B
Elbow, Kneeable Kick	CPBP
Elbow, Armada, Low Kick	CPBP-CK
Combo Elbow, Spine Kick	PP-CK
Teaming Back Kneeable Combo	PP-CK-B
Springing/Strights	CPBP-CP
Lighting Kick	CPBP
Twist Step	CO



Jacky's spin throw is absolutely brilliant, inflicting multiple hits on poor old Sarah.



Sarah's essentially the same tactic-wise in Mookie, although her own kick combos get the job done more easily. The moon-throw (below) is one damaging but not so hot.



Jacky's got another new throw - this one uses her grabbing her foe by the neck and repeatedly smacking him in the backside.



SARAH BRYANT

Despite two hammerings from Jacky, her brother, Sarah still remains in the throal of the sinister 36 Syndicate who have trained her as an agent to gain extra data for the Dural project. Jacky's unwittingness continue apace and he is close to revealing the 36's schemes once and for all. Sarah is dispatched post haste to track down Jacky and take him down once and for all. Sarah's combination prowess, which took her to the final round of the first V7 tournament has been improved still further. Her range of kick strikes is now second to none and the effortless attacks on all levels, using her sheer aggression, combined with the right techniques to take down all-coners. A hugely doozily powerful force.

Front Kick	CK-B
Step Front Kick	CK-B
Teaming Kick	F-K
Low Spine Kick	CK-B
Spin Kick	CK-B
Spin Kick Beat	CK-B
Elbow Side Kick	CP-BP
Elbow Back Beat	CP-CP
Grapple Kick	CK
Mirage Low	CK-B-CK
Mirage, Jack Kicks	CK-B-CK
Toe Kick, Jack Kicks	CP-B
Grapple Street Kick	BS
Full Body Dive	CK or CK
Griffin Grapple	CK
Low Kick	HK
Heelsie Low Kick	HK-B

Lighting Knee Kick	CP-B
Leg Hold Throw	CP-B-K
Moonwalk	CP

**SECRET CHARACTER #1:
JANET MARSHALL**

Why have we gone to town on Janet 'Hubscape' Marshall? Because she's one of the coolest secret characters in the game! She looks identical to her swing-in Virtua Cop 2, only this time she actually does something! The best thing about Janet (what you get by completing the All Stars round in the one player mode) is the fact that her moves list is like a slightly cut-down version of Aoi's from Virtua Fighter 2! It's true! Even her reversals are taken from the new character! We've listed all the moves we found to work here, but you should also try looking for her gun attack (which we haven't revealed). Yes, it's true - Janet pulls out her Virtua Gun and blows away her foe in a mega-damaging attack!

NEW TECHNIQUES

NEW TECHNIQUES	KEY
Punch	P
Two Punches	PP
Two Strong Stomps & an elbow	PPP
Leg of Nails Combo	PPK
Punch, Kick Combo	PK
Punch, Elbow Combo	PPOP
Punch, Elbow, Kick Combo	PPOPK
Punch, Elbow, Kick Combo	PPOPK
Punch, Elbow, Kick Combo	PPOPK
Small Jabs with Sweeps	PPPOE
Small Jabs with Fat Blocks	PPPK
Custom Choke of Love	EE
Elbow	OP
Elbow Wheel	OOP
Crushing Thunder Block	OE
Clout Kick	OPE-E
Eye Bumping in Grass	OE-E
Graze to Kick	EP
Reverse the Iron Rewards	OP
Forward Dodge	OP-E
Swirling Cherry	OOP-E
Swirling the Fan	OOP-E
Face of the Laughing Phoenix	OP-E
Low Dodge	OOP
Tray Slaps	OOP-OOP-E
	P-E P-E P-E

REVERSALS

REVERSALS	KEY
High Reverse	OP-E
Mid Reverse	OP-E
Low Reverse	OP-E

TIPS

TIPS	KEY
Beats Writing	P-E
Control the Tides	OP-E
Swirling Servant	OP-E
Throwing the Spirit	OOP-E
These Low Feet	OP-E-E
Center Table (from Back)	P-E



JAMMY BUGGER!

Bug!'**s back in an all-new Sega Saturn adventure. And here's a showcase for it. The first, in fact, written by our all-new staff writer, LEE NUTTER. So here we go!**

Interestingly, the last time I counted there was only a handful of platformers available to buy on the Saturn, which seems somewhat odd considering that many Saturn owners have upgraded from the Megadrive where there is countless numbers of platformers that sell quite liberally like hot cakes. The few that are available on the Saturn are mostly cash. Caves in pellets, Johnny Baseokstone and Clockwork Knight. So it wouldn't take much of an effort by anyone to make a platformer that would rule the genre. But these crazy guys at Sega aren't happy with that. Oh no. They want to make a platformer that will rule the world. So that's what they've gone and done. Kind of. It goes by the witty (ahem) title of Bug Tool (equal to the very popular Bug!) released about a year or so ago.

However this is no ordinary platformer as it's all in 3D, adding the extra depth element to the standard left to right formula. This has the effect of making each level absolutely huge, as they stretch as far back as they do wide. This was impressive enough on the first outing, but the engine that allowed them to do this has been enhanced for the sequel making even better use of the Saturn's undisputed power! The new level platformer needs a hero! It's Bug!, a little green fly. Bug family enough when we, at SAM live from the bottom of our very big hearts, even Rich. He just won't admit it to himself, he's in denial you see. No I'm not! He's rubbish. Rich!

However Bug Tool hasn't been without its problems. It was delayed for quite some months for reasons unknown to me and as a result has missed the usual Christmas frenzy where people have more money than sense and buy any old crap. Not that this is crap, quite the contrary in fact. It just may not sell as well as what it could have a couple of months ago. But it's here now and that's all we care about. So put your feet up and relax and enjoy a rather SAM-style Showcase on the latest platformer to emerge from the lovely people at Sega.



As well as being a lot more colorful than the original Bug!, the sequel is also a lot smoother and there's less more laughter in the out-of-sight of the graphics tool. So, everything's great all-round, really.

EVERYBODY WANTS TO BE IN THE MOVIES!

Anyone who has played the original Bug! will no doubt be aware that there is a girl to the whole proceedings revelling around the movies. As in the first outing this is revealed in its full glory in a rather nice (erased) intro with loud mouthed Americans providing the voice over. This time around Bug! and his two great mates (see later panel) have been offered a six-figure deal for appearing in an action movie, which is in fact the game. So if you die when playing as Bug!, don't be too upset because it's only a movie, alright!



The three heroes gather to discuss their strategy. Or whatever, I don't know.



This cool old certainly seems to know what it's all about, which gets his one up on me.



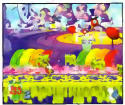
The three main heroes in Bug Tool ultimately end up on large spikes.



The heroes fall to their certain death. Game Over. Or not, as the case may be.



This nice effect is cool.



Maggoty Dog takes a walk. Well, a run really.



WE DON'T NEED ANOTHER HERO

So says Tina Turner anyway, but obviously the Sega Away Team thought differently and have given us an extra two. Going by the names of Maggot Dog and Superfly they are both selectable on the opening options screen and both have the all new and much needed amazing mow. They do however differ ever so slightly from the original character Rag, best's why.

BUG

Dog himself remains pretty much the same as in his first outing, but has a quite amazing thorny grin when he runs. Apart from that he walks, jumps and spins just as in the original. He's also probably the best all round character as he's relatively easy to control.

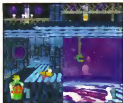


MAGGOT DOG

He's a bit of an oddity really, as he is neither humorous or easy to control and collects bones instead of crystals. He tends to bounce instead of walk, which makes edging towards the end of steep dips near impossible as he leaps lemming-style over the edge and dies.

SUPERFLY

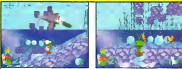
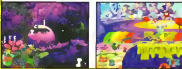
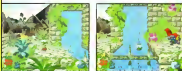
Seventies throwback Superfly will seem familiar to fans of the original as he looks like Rag! in a wig and platform shoes. He appears to be a little quicker than Rag! and collects seventies disco style mirror balls as opposed to the normal crystals. Apart from that there is little real difference between himself and Rag!



Rag, 'er' slowly is pretty similar to the first game. However, the Sega Away Team bit of the GDC have actually put loads of effort into it, making that the game's polish is impressive and there's tons of nice little touches to appreciate.

HUGE LEVELS!

In all three are six levels for you to explore in Bug Tool with each of them being split into several stages. Containing the movie star theme of the film, each level is a spoof of a famous Hollywood blockbuster. So for example, the film *It's a Wonderful Life* is obviously the inspiration behind the Bug Tool level *Weevil Dead* and so on. Now I know what you are probably thinking, six levels isn't an awful lot and you'll have the game finished within a couple of hours. **WRONG.** These levels are huge, massive in fact, stretching as far into the screen as they go across. They aren't easy either, in fact they are very tough with a decent amount of puzzle solving involved as well as the normal platform action. Now to do a guide to each of these levels would be impossible as they're just too damn big. However what we can do is give you a closer look at each of the bosses so you have a rough idea of what to expect and a sneak look at the bosses too. It's all part of the SEGA SATURN MAGAZINE service, so sit back and enjoy the ride.



SWATTERWORLD

Based on the mega expensive Hollywood flop of similar titleage, this level is very watery based with action both below and above the surface. Use the opportunity to do battle with various marine life such as hammer head sharks, crabs and such like. Usually it isn't as appealing as the others, but then neither was the film. The end of level boss is a large sea creature who can be destroyed by propelling yourself into him with the assistance of some carefully positioned crabs.



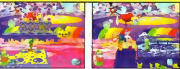
WEEVIL DEAD

This is the opening level of the game and as you may expect is set in a grotesque and haunted house type scenario where the undead roam and mean freely about the place a bit. This level features some cool graphics such as the transparent mist that descends across the screen and also some particularly tough gameplay. The end of level boss is a huge fire breathing dragon who can be killed quite easily by spitting on him whilst avoiding the fire balls emanating from his nostrils.



LAWRENCE OF ARACHNIA

This is a particularly scary stage as you may expect and features some very tricky puzzles for you to overcome and some rather lovely backgrounds too. To proceed after this level you need to awaken the mummy from his torments and employ Mario-style tactics of jumping on his head repeatedly as he legs it back and forth in demented fashion.



CICADA NIGHT FEVER

Looking something like a bad trip, this level is a festival of gory colours and swifty patterns based on the John Travolta musical extravaganza. Look closely at the screen shots and you'll be able to make out a yellow substrate and all manner of strange beings. These are actually three bosses on this level that blow smoke rings at you which have the effect of draining your bug juice. End their evil reign of terror by gobbling on them repeatedly.



Things get just a bit psychotic below as Bug! shows off his wall-climbing capabilities. There's some Egyptian action to sever too, as shown in the picture to the right.



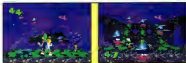
FLEE WEE'S BIG ADVENTURE

An homage for Wee Wee's spin off, this level has a circus theme to it. The boss is a Mr Blobby look alike and is relatively easy to beat by simply flicking the levers dotted about the place until the platform on which he is standing disappears from under him.



ANTENNAE DAY

Yes, you've guessed it, the standard space type level that graces most platformers with its presence. This one is a rip-off of last summer's smash hit film Independence Day and features all kinds of awesomely creatures attempting to thwart your safe passage through the level. Some particularly good bits in this level include a corkscrew platform which Bug! must pass over whilst the whole screen rotates around him.



AMAZING BONUS STAGES!

In the original Bug! the bonus stages were pretty good fun and usually involved collecting Oscars or racing against a well known blue hedgehog. Well the Sega Away Team have really outdone themselves this time and expanded upon this theme greatly and included at least 24 bonus stages bonus stages in the sequel. These are easily accessible, just finish each stage of the normal game with at least 100 crystals. What is incredible is the vast range of them making for the most phenomenal bonus stages ever seen in a platform game ever. Some of them may seem familiar to fans of the original Bug! such as the bonus stages with the falling Oscars which Bug! needs to collect whilst avoiding harmful items. Others are totally new and make an excellent distraction from the normal platform gameplay. Though it is not absolutely essential to enter these bonus stages to finish the game, it really is recommended so successful completion of them with the correct amount of Oscars will earn Bug! an extra life or a much needed continue. Here's a selection of some of the best ones you can expect to find.

Q*BERT

The arcade classic has been given the Bug! treatment where the idea now of course is to collect Oscars and dodge the falling balls. For those unaccustomed to Q*bert, it's kind of like Pyramid on the Gladiators, minus the muscle bound, steroid taking meat heads.



RACING

In this bonus round, Bug! pilots a beetle of the cut variety, through a series of obstacles whilst collecting Oscars and trying to beat your opponent all at once.



FRUIT MACHINE

This is probably the easiest of all the bonus stages as all you have to do is pull a lever to start the fruit machine and pull it again to stop it. If you stop it on three of a kind - for example three 1-UPs, you gain a life, thus encouraging the young and impressionable to gamble. Great idea.



OSCAR DROP

Another fairly easy bonus stage. All you have to do is collect the falling Oscars and dodge the more harmful items like the boulders Simple.



YIPPEEEEE-KAI-AY,



MUDDY FUNSTERS!

It seems strange that 20th Century Fox's *Die Hard* series, one of the hottest movie licenses of the early 90s, hasn't been graced with a video game adaptation until now. And here it is: *Die Hard Trilogy* - three licenses for the price of one. Full details on this promising game from **STEPHEN FULLJAMES**.

Hollywood seems to work on the principle that for every sipping critical-acclaimed, there is always an unassuming action hero just around the corner, ready to fill his plot and chuck him off a heady skyscraper. Lately though, it seems that action heroes are in rather short supply, so holding Bruce Willis has been pressed into service as New York cop John McClane no less than three times. And in each film there is a fresh and greater pitfall against him. It makes you wonder if there is some kind of criminal mastermind fishbowl school out in the depths of Eastern Europe, with should have, for he positions himself to be "The Master" (available for weddings, christenings and... well you get the idea), but more on that another time.

The original *Die Hard* has gone on to become a genre-defining film. Hence movies like *Speed* (*Die Hard* on a bus), *Broken Arrow* (*Die Hard* just about everywhere) and *Under Siege* (*Die Hard* but not very good) are all compared to *Die*

Hard by critics who can't think of a better way to describe them. But the three *Die Hard* films are significantly different to each other. While the first is essentially contained in one building, the second, *Die Harder*, goes McClane a whole airport to wreak havoc, and the final film, *Die Hard with a Vengeance*, involves most of New York, which as you can guess, is pretty damn big! It would have been hard to cover these three disparate films in one style of game, so Fox turned to veteran movie license coders Probe to see what they could come up with. Having read an early script of the third film, Probe put forward an idea for a driving game based on the car chase sequences of the film. Obviously this wouldn't be quite so suited to the action of the first two films, so the developers hit on the idea of making each film into a separate game, but assembling them together into one top value package - and here's where you get to see everything!

Die Hard Trilogy is available next month.

DIE HARD

THE FILM

New York cop John McClane arrives in Los Angeles to attend the Christmas party of his wife's company, the Nakatomi Corporation, in their shiny new office tower. Cue the arrival of a van load of terrorists, commanded by German nutter Hans Gruber. They manage to hijack the building while McClane is preoccupied in the bar, leaving him no option but to take the building back by getting dirty, cutting his feet on shards of broken glass and crawling around the air ducts between floors of the skyscraper.



THE GAME

The game adaptation of the first film stays pretty close to the plot, in that you play a glibly idiotic, befuddled McClane as he tags it around the twenty odd floors of the Nakatomi Tower disposing of villains with extreme prejudice. Where it starts to career off-track, however, is the sheer number of bad guys available to be blown away. Wouldn't there only about twenty terrorists in the film? Oh well, we wouldn't want to put all those spare bullets to waste...

A CORRIDOR GAME

Die Hard uses a third person perspective, with the 'camera' following McClane as he jogs ahead. To prevent scenery getting in the way and obscuring your view, walls are quickly but rarely faded out as McClane passes them. The graphics aren't always done too far into the distance either, but apart from the more open car park levels, this isn't particularly noticeable. As with the other parts of the Trilogy, elements of the backgrounds can be destroyed, shattering the mazy glass walls produces the most spectacular effect. Having said that, say one expecting PlayStation style transparency effects it going to be disappointed.



HOW I HAVE A MACHINE GUN

True to the film, McClane is able to collect more and more lethal weaponry as the game progresses. Machine guns are great for taking out whole lines of bad guys (and windows and stuff as well), while grenades come in handy for enemies hiding behind the cars in the basement. Fortunately for you, the absent minded terrorists also leave extra ammo just lying around the place. Foob.

A HOSTAGE TYPE SITUATION

On each level there are hostages to rescue, just finding them is enough to free them. Unfortunately they tend to hang around the level for a while once released, making them easy targets for stray bullets. Oh and watch out for the bombs!



DIE HARDER

THE FILM

It's Christmas again, and John McClane is meeting his wife at Dallas Airport. Except, wouldn't you know it, terrorists take over the airport and threaten to start crashing planes into the runway if their demands aren't met. So it's up to one man, army McClane, to stop the bad guys once again, and save his missus, once again. This film is memorable for the fantastic finale on the wing of a jumbo jet in mid take-off.



THE GAME

Inspired by Atari's classic Virtua Cop series, the action of the game is based on Die Harder, sees you as a trooper up McClane searching the airport terminal for bad guys. Fortunately it's 100% compatible with the Virtua Gun.

GUNS & ARMED

Die Harder goes completely over the top in the weapons department. Alongside your standard automatic pistols, M-16 and MP5 machine guns, laser bullets, Berettas, explosive shurpuns, grenades, and rockets can be picked up. Considered as smart bombs, clearing large areas of the screen in one go. Most of the more powerful weapons are concealed in hidden parts of the levels, so be prepared to search for them.

GOOD COP, BAD COP

There is a slightly odd sense of humour in Die Harder. Whilst you are awarded Good Cop Bonuses, innocent citizens get blown away with alarming frequency while McClane just mumbles "Sorry" or "Whoops" under his breath. Large areas of each stage can also be trashed too, Virtua Cop a style.



Die Hard 2: Die Harder: I need your to play, but better than 'You're Cop' & I don't think so.



DIE HARD WITH A VENGEANCE**THE FILM**

The third Die Hard film strikes the Christmas season, but brings back the psychotic Gruber in the form of the original bad guy's brother, Simon. For a twisted game of Street Saps involving New York, aerial obstacles and high explosives (a volatile combination at the best of times), as Gruber part 3 appears to be getting revenge for the demise of his sibling. Or is he? In the end it all turns out to be a front for a spectacular bank raid, and McClane, aided by cynical shopkeeper Zeus, is forced to chase after the stolen gold that Gruber (The Special) is trying to struggle it out of the country incognito.

**THE GAME**

Most of the plot of the third film has been checked out of the window for the game adaptation, which casts the player as McClane again, this time frantically driving a taxi round New York streets trying to defuse bombs that have been left in phone boxes. With nods to the action of the film, the in-game headlines range from regular grid pattern streets to Central Park, and even huge underground tunnels through which Gruber is escaping with the gold.

**BOMBTRACK**

While the bombs can be defused by simply driving into them, you have an extremely tight time limit in which to find each one. This is not helped by the fact that the bombs are not always stationary, as often they are actually strapped to other cars, which you have to ram off the road in order to disarm them. Assorted power-ups are available to help you, including one which summons an ambulance, thereby clearing all the other cars off the road for good so there you go... John McClane is pretty coming too. Although obviously he's watched The Cornishall Run a few times too many.



McClane commiserating a 'flat' in his race with a kidnapper. This used to freakish things as there are no stopovers.



"Look on top, I'm getting a hard-on" - Dr Brown 199. He, he really does say that. Is real life.



William drive his half-fished police car as a 1-08. Just like the film. Or rather not.

**I LIKE DRIVING IN MY CAR**

Although you start the third section of Die Hard Trilogy in a big standard rejected New York taxi, more rapid motive power is available to you. Find a parked police car and you can "borrow" it for a while, which is handy as this new motor is quicker and has a flashing light that clears the traffic for you.

TRAVEL SICKNESS

Playing from the in-car view gives you a better sensation of speed, and a more interesting perspective on what happens to any low-cost protection you might happen to run over in a problem fit of Emcee P Coltrane style "not permit". This third game captured too fully all over the windshield, but your vision is not impaired as your taxi is fitted with windshield wipers to keep the screen clear. Here's that for service!

SONIC BLAST 3D

No one was more surprised than I when Sega launched the Saturn without a Sonic game to support it. With the exception of a small cameo appearance in *Bug!*, Sonic appears to have literally disappeared of the face of this planet.

BY	SEGA
PRICE	LETRA
STYLE	PLATFORM
RELEASE	FEBRUARY



Gather speed on the rotating wheel and hold tight!



Run yourself out of the car-mo to get to the bonus road.



Before we get sack loads of letters from readers insisting they've seen him at SegaWorld, hear this: It's not really Sonic. It's just an out-of-work actor dressed

up in a Sonic suit trying to pay for his drama classes. Oh, and Father Christmas is a faalid too, not to mention the Easter Bunny and don't get me started on the Tooth Fairy. Then when news broke of Sonic X's mere being canned we all but gave up hope of ever seeing our spiky blue hero on the Saturn. But with consumer demand being so high, especially in the States, in their mighty wisdom Sega decided to port over the Megadrive hit *Sonic 3D: Flicky's Island*. So here it is, at last, *Sonic on the Saturn*. But was it worth the wait?

The new *Sonic* title is set over seven levels, each divided into three acts with each of those sub-divided further: much the same as in the previous *Sonic* outings and with a boss at the end of each level. The game itself adopts an isometric viewpoint allowing

Sonic to run in any direction within the confines of the level as opposed to the tried and tested running from left to right formula. This of course is quite a departure from previous *Sonic* games which has the

effect of preventing players from speeding straight through the levels in a time trial-like way. The emphasis now, then, is on exploration and puzzle solving, though the game manages to retain much of the speed that has become accustomed with *Sonic*.

The gameplay too has undergone an overhaul. Yes, you still have to get Chaos Emeralds and destroy Dr. Robotnik, again. However the ways and means by which this is achieved is quite different. It is your task as Sonic to collect Flickies and lead them to the giant gold rings where Sonic then waits through to the next section. The Flickies however, have been changed into robots by the evil Doctor and it is these that are destroyed in order to set the Flicky's free. Chaos Emeralds can be collected by taking at

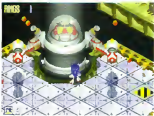


WARP THIS WAY

It seems as though Sonic's been around for ever and it's true that he is knocking on a bit now, but he hasn't quite reached that golden age where you can get a five star pass. So to get around from one stage to the next he has to wry through a giant golden ring, but only after he's collected these pesky Flickies.



There's not so much of a fanfare this time around since this is effectively a *Megadrive* game graphically updated for Saturn



Missed the typically annoying pop-pung stage make a return. (Below) Sonic sheds his ring... again!





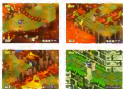
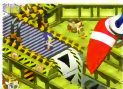
Doc Robotnik finally meets his match in the final level showdown. The general idea is to dodge out of the way of the robot's shots, then try to reach the back and attack him when he's most vulnerable, then destroying him and saving the lives and admirations of the inhabitants of Fiddly's Island.



Another excellent shot of the amazing stages.



least 50 rings to either Tails or Knuckles, just they're back too, and entering the bonus stages. These are completely new for the Saturn version of the game although they will be familiar to veterans of Sonic 2. They feature a light-hearted, polygon Sonic running through a winding tube collecting a set amount of rings and avoiding the hazards for obvious reasons. These sections were actually created by the Sonic Team and essentially the highlight of the game. The music also deserves a mention as it's pretty cool and adds immensely to the atmosphere, being very Sonic-like in some places and totally different in others. The moves



(Clockwise from top left) The various type stages is particularly fresh. Not in the true tradition of Sonic this one can all be avoided with a shield. The platformer you spend all things hot. (Bottom right) Sonic running through concrete pillars as only he can.



will also be familiar to old Sonic pros with the regular run, jump and spin dash attack as well as the various shields. On the whole though I'm afraid to say that this isn't the Sonic game that most people want or deserve. Don't get me wrong, I love Sonic in a platformer, male-bonding man-to-man kind of way. But with the quality of Saturn software being so high over the last year or so we've come to expect more from a platformer than merely a larded-up version of an albeit great megadrive game.

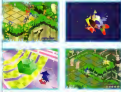
The chessboard-like playing area is very samey throughout and the whole game feels the small touches of genius that made previous Sonics so great. There are some nice graphical touches though, such as the variable weather conditions with impressive transparent effects giving the impression of fog and not forgetting the cool special stages complete with polygon Sonic. But to be honest it still looks very much like a Megadrive game which is essentially what it is.

However I don't want to trample over this game too much as despite its graphical limitations Sonic 3D is still extremely fun to play and it must be said possibly the toughest Sonic outing to date. The third dimension and new style of game play that has been incorporated make this a very challenging game. Best of all, it just feels so damn good to be playing Sonic again.

Admittedly this game is hardly likely to change anyone's opinion on who didn't like Sonic before, even those who did may not want to own this one. But look beneath the 16-bit graphics and there's a lot of game play just waiting to get out. So until a Saturn-specific Sonic comes along if it just have to do

POLYGONTASTIC

One of the highlights of this game is the excellent bonus stages featuring a polygon Sonic running with haste down a long, tube-like thing collecting rings. It's not hard to get to either, simply...



Sonic the Hedgehog is so cool here. Loopy

A really friendly welcome, but don't be fooled.



Hardly the Seals like that Saturn owners deserve but a fine game nonetheless.

Graphics	72	overall
Sound	84	
Playability	85	
Value	79	
		82%

NFL QUARTERBACK CLUB '97

Acclaim's latest is an update of their first foray into the heady realms of Saturn American Football. Can it compete with the mighty Madden Football?

BY	ACCLAIM
PRICE	£39.99
STYLE	AMERICAN FOOTBALL
RELEASE	OCT. 95

GAME OPTIONS

One area in which *Quarterback Club* attempts to improve on the slightly Madden is in its range of game variations. As well as setting out six seasons matches, play-offs, post-bowl and seasons games you can enter the simulate mode where you can replay situations from the past—or even the future thanks to the ability to create your own situations. This isn't new to NFL QC 95, and was in fact in previous *Quarterback Club* games. Now why haven't SA copied this—it's a pretty cool idea.



MULTIPLAYER - THE FULL MONTY

Okay, you've mastered your in matter around a gargantuan 34" projection monitor, you've got your two multi-taps and the requisite joypad. What now? Well, you figure out exactly what you want to do with this mass of people NFL *Quarterback Club* allows you to all act together on the same team OR split you up as you compete against each other. Then all hell breaks loose as everyone gets quite confused. And then eventually works it out.



When the first NFL *Quarterback Club* was released on the Saturn it achieved what I would consider to be a fairly good mark here in the hallowed pages of SEGA SATURN MAGAZINE. Well, I have to think that there was "some mistake surely", because the game (although okayish) just wasn't in the same league as John Madden... on the Magazine.

With the arrival of this pseudo-sequel Acclaim had the opportunity to do better. Much better. After all, the company are flying high after the success that is *Bubble Bobble: Best-a-Move* and *Alien Trilogy* so surely we can expect some kind of quality.

Upon first loading up the CD NFL immediately begins to imitate as it becomes clear that the 486 processor, the game features no kind of PAL optimisation whatsoever. A passing *Mean Machines* reviewer sniggers, "is that the wisecracker edition?" but he has a point—the borders are huge! Luckily being the owners of swappable Saturns here at SAM I can immediately switch the game into NTSC for a better full screen display. But wait! I'm not going to for the aver-



A huge kick down field here, fascinating stuff.

age punter this great sized screen is your lot. Into the game proper and we enter the familiar territory of the average 32-bit sports simulation—the plethora of options. In this regard, NFL *Quarterback Club* isn't really too bad. There's all of the teams you would want (this being an officially licensed game and all) plus the ability to trade players and engage in any one of many different game variations. From a quick play session to a full on season, *Quarterback Club* will easily set you out in record time.

Sports sims are often enhanced by multiplayer optionary and this game easily sorts you out in this regard to. Provided you have the multi-taps necessary you can indulge yourself in a gargantuan simultaneous 16-player session! It's a nice option, but let's face facts—who has access to one tap, let alone two (plus the obligatory 16 joypads)? A nice idea, but it's the two-player mode that's going to get the mileage.

Right then, the game's on, and I've just about got used to the letterbox display. Graphically speaking *Quarterback Club* is below average. The 3D technology

The jerky 3D update and horribly pixelly graphics count heavily against this particularly average American Football sim



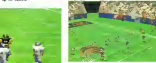
I think this is where we see one of the alternative camera angles on display. There's a fair few of these accessed via the options screen which appears when the game is paused.



A sequence of pretty much script football action.



The basic line-up for action.



Another high camera perspective.



LET'S SEE THAT ON THE MONITOR

At any time during the game you can press START to bring up a nice menu for you to fiddle around with. All manner of friggery is available here (including the ability to enjoy the last bit of action from a variety of angles. Quite a nice touch, but not as good as the equivalent bit in Madden 93.



What you can't see are the huge FM borders. E'at!



And they're just about ready for the off or whatever.

used to represent the field and the players is not going to impress anyone. The update is a little on the jerky side and the definition is frankly poor. There's no polygon bickery or anything on the players. Nope, they're expanded sprites made - and not very good ones at that. When your players congregate for a scrim-down (or whatever the American Football term for it is), it's almost more hideous than a Megadrive attempting sprite-scaling. The animation on the players is unconvincing and unrealistic and the amount of frames actually used for the characters just doesn't do the job properly. I'm sorry, but I really do think I prefer John Madden's... on the Megadrive.

The fact is though that Madden is back... and this time he's on Saturn. Now I wasn't as impressed with the EA Sports effort as my colleague Paul Gleacey was last month, but even I can see that what they've achieved is far in advance of what's on offer here.

The only one thing I would put in Quarterback Club's favour over Madden's is the way that you

choose your plays. It's even so slightly more comprehensive than Madden, but this is all for naught when it actually comes to executing your cunningly crafted strategies. That leads me on to what is probably my biggest complaint with Quarterback Club - the controls just aren't as intuitive as you would want. Whereas within nanoseconds I was happily pulling off excellent runs and passes on Madden, with Quarterback Club I was spending ages working out just how the controls work. A nice little chart is provided that tells you when to press which button and why, but the fact is that it shouldn't be necessary. Where Madden really comes Quarterback Club severely is simply in its ease of use and thus its enjoyment. As stated before, I'm not the world's authority on American Football games, but I've had plenty of enjoyment from previous attempts to replicate the spirit (most of them having the name Madden in the title) and I can clearly see a game that compares well with the EA title

NECK LEADDEPTEYER

Although quite nice in some regards but Quarterback Club is out-gamed, out-qualified and basically out-classed in every way by EA's Madden '93.

Graphics	65	overall 65%
Sound	67	
Playability	63	
Usability	65	

Can Acclaim's effort match a near-flawless EA Sports excursion? Well, to be honest, **NO way!** Madden still rules at this time

NBA JAM EXTREME

Acclaim's range of freaky basketball games makes a comeback in this all-new, three-dimensional, two-on-two interpretation of the sport... with grotesquely large-headed players! Eugh. Sick and depraved? Read on and find out, hydrocephalic sports fans.

BY	ACCLAIM
PRICE	£55.99
STYLE	SPORTS SIM
RELEASE	OUT NOW

BIG-HEADED SPORTSMEN!

NBA fans of yesteryear will recall commanding secret teams made up of programmers and the Clinton administration. NBA Jam Extreme incorporates a whole host of new secret narratives for you to discover. The most obvious one isn't really a secret at all - register your player and you can give him an enlarged head. But how about players with Smiley for heads, limbo-players and players with giant feet? Watch the tips section and we'll reveal how these work in a future issue of SSM!



My goodness! These ARE big heads! Pick your brace of real-life NBA stars from a selection of over 100!

Bowhehahakaka... and so forth looking back on it, we can't quite fathom why Midway's NBA Jam was such a hit - possibly one of these youth trendy product placement culture things - but a hit it certainly was. It's cut-down, less-players, special-moves basketball action made for a strange sports 'simulation' but a mighty popular coin op - and a mighty popular SMS and Megadrive game also. By the time NBA Jam Tournament Edition appeared the excitement had died down somewhat, but the arcade-perfect Saturn conversion provided a satisfactory dose of entertainment for those still afflicted with a craving for knockabout two-on-two action.

Here we see Acclaim spreading the NBA Jam even further with a roused-up sequel! NBA Jam Extreme combines the fast and-loose gameplay of the earlier games with new feature-mapped 3D graphics and loads more of those crazy secret features that have been the talk of the tips pages since the first NBA Jam game.

The fundamentals of the gameplay are the same as ever - two teams of two players take to the court with the sole intention of grabbing a ball and repeatingly stuffing it through the elevated hoop at their

opponent's end of the court.

The action begins on a team selection screen where players choose their on-court counterparts from a range of over 170 NBA players in 29 different NBA teams. Solo players have to contend themselves with controlling just one of the four players on the court, and influencing the passing and shooting of his



team mate. With two players at the controls you can team up to take part in a tournament. For maximum thrill-power, though, four multi-tapped competitors can play practice games, each of them 'ganking' the actions of one of the basket-stars.

Players can enter their initials and both dates and the game keeps a record of games won and lost, percentage of successful shots and three-pointers, and other stats.

All this isn't too far removed from previous NBA Jam games, but when the action begins the difference between old and new becomes evident: instead of being two-dimensional sprites, the players are now all 3D models feature-mapped with the real-life NBA star Motion captured animation makes the player movements more realistic, and the view



Now let's just show off. The big show-off.



Just a little too: My share has caught fire.





No shots... but does he score, I wonder?



No shots out, indeed, scores. Zzzzzz...



That's it, mate. Push their team. That'll make them jump.



Who's that fat idiot? He's off to the pub alone by the look of it.



Footprints of Russell White's ass on it!

As in **most** basketball games the action can end up simply bouncing backwards and forwards across the court.

woops around the court to follow the action instead of merely swivelling left and right as in the original games.

One of the hallmarks of all the NBA Jams to date has been the crazy slam-dunking stunts, and these have been retained in Extreme. Indeed, Accolade has added 30 new moves that you can make your players puff off by judicious use of the Turbo, and the new Xtreme button. Also, if you shoot three successful shots in a row, or block three successive shots on your own basket, commentator Marv Albert declares you to be "Smokin' in 'Smokin' mode you have the temporary benefits of turbo-speed that doesn't deplete or the ability to goal-tend without being penalised - all of which suddenly makes you a pretty tough cookie.

There are other special features hidden in NBA Jam Extreme that make it more than a simple basketball game. The bizarre "Big Head" mode is actually selectable from the record-entry screen, but there are stacks of other hidden game settings that turn the basketball into a beach ball or give the players gigantic feet, or let you play as a team of invisible men.

The game really needs these kind of add-ons,

because if you've condensed to playing solo games NBA Jam Extreme can get a tad tedious. As in most basketball games the action can end up simply bouncing backwards and forwards across the court, team A score to team B get possession, then team B score and team A get possession, then team A score. Seizing the ball and intercepting the opposition's offence is tricky because of the slightly janky graphics update, which can make it hard to follow the course of the ball as it's lobbed around the court.

As ever though, NBA Jam Extreme is at its best in multiplayer mode. Instead of struggling to control your team-mate and stuff the computer players, you can all just have a bit of a laugh trying to pull off the trick shots and blame any dismal

defaults on your partner. Extreme isn't bad, but it doesn't offer the kind of unrestrained entertainment that's required to whip average Joes like me into a frenzy. Having said that, existing Jam devotees should find Jam Extreme just as entertaining as its forebears, and with enough in the way of new features to make it worth adding to their collections.

PAUL SLANCET



A trick basketball game that only really gets going in multi-player mode. Fans of past NBA Jam games should enjoy it, but the jerkiness is irritating.

GRAPHICS	71	overall
sound	74	
playability	70	
durability	70	

70%

TOSHINDEN URA

Toshinden URA is the latest Saturn-specific Toshinden title to emerge. But have the programmers taken on board the criticisms of the first one and rectified them or left it as the heap of cack the previous one was?

BY	TAKARA
PRICE	£24
STYLE	3D FIGHTING
RELEASE	JANUARY

EXTRA CHARACTERS

Besides the original eleven characters there are an extra four secret characters hidden somewhere within the game each of whom are bosses. There is Wolf and Reptile, She and Vermilion. Don't believe me, eh? Well take a look at the pictures below.



The first Toshinden caused a bit of a sensation on the PlayStation probably due to the fact that it was the first 3D fighting game to appear on the system as opposed to it actually being a top game. Then we had the inevitable Saturn version almost a year ago which was an average conversion of a pretty average game. Since then it has spawned a sequel on the PlayStation which didn't go down particularly well and now you lucky Saturn owners get a Saturn specific version. But it doesn't stop there, Takara want to milk this dreadful series for all it's worth and to this end Toshinden Kids is on its way to the PlayStation as is Toshinden J. Fingers crossed we never get a Saturn conversion as it may be the final straw that will put me over the edge. But back to the matter in hand, Toshinden URA or

Ultimate Revenge Attack to give it its full title. This game boasts 11 characters not including the secret characters, hidden special moves and high resolution graphics all running at 60 frames per second! Oh!

Sounds impressive, eh? Well think again.

The main appeal of Toshinden for many people was the impressive graphics with some nice special effects and textured characters. The problem is that with the graphical capabilities of the Saturn being realised more and more each day, Toshinden URA looks rather dated in comparison with its more contemporary counterparts. Just look at the stunning visuals in Vifa, Wipers and the awesome Megamic.

Nes the latter two may be in lower res, but technically they really have the Saturn working and it shows in their brilliance. Toshinden has a fair amount of glitching, the effects are rather blocky and the



Takara's **technically adequate brawler** is recoded in hi-res for Saturn! But Toshinden's **upgraded concept and engine** is still pretty lacking.



Rayle and Rip - staple Toshinden Fighters - two off to URA

Rip gets it in the face as Rayle slides a special move to him!



Some characters, like Elio, have been completely redesigned from their debby previous version.



Ironclad, the gas-sucking Judo Woo-sung character is the best by far in Tokidoki USA.



A lot of a whipping frenzy here...

Come on! No need to fight!



The characters do look kind of cool in hi-res, but the moves really is senseless and dull.



The backgrounds and characters are only a VF2-style, although far less polygons are used.



You get a lot of a slow savor effect here, but VF2, but all right.

This is clearly superior to the lacking Toshinden Remix but up against the might of VF2 and MegaMix it doesn't stand a chance!

update but that great either running at half the speed of the previously mentioned games. It has a generally tatty appearance and lacks the polish that top quality fighting titles have so taking this into account it makes you wonder what Toshinden has left to offer doesn't it? The answer I'm afraid is not a lot.

Completely wise not even the original was that good since then the various sequels have been getting progressively worse. Maybe this game has hidden depths I'm not aware of, but if so they're bloody well hidden. The characters move most unconvincingly and soverly slowly not responding at all well to the commands from the joystick. This gives you the impression of never really being in full control of your character. The moves are not particularly varied and even the special moves aren't that special and failed to grab my attention for more than a few minutes. Basically Toshinden is not big enough to compete with the likes of Fighters MegaMix, it doesn't have the depth, grace, fulness and beauty of VF2 and lacks the speed of Vipers. However it must be said in Tokidoki's defence that they have made an effort with the PAL conver-

sion, something a lot of foreign software houses neglect to do. The PAL version is only has small borders which would be forgivable had it been a half decent beat 'em up.

To be brutally honest it really is beyond me why this has been released at all in this country. In fact with the wealth of top quality Capcom and Sega arcade fighting games currently available on the Saturn or on their way such as X-Men Versus Street Fighter, Megamax and Vfy (we're getting excited already), it defies reason that anybody would part with their hard earned cash to buy this nonsense. This title also pretty much sums up the games scene at the moment, with many software companies such as Takara selling out the same old cack every five months as opposed to putting their minds to creating innovative games like the brilliant Nights. Anyway my advice is simple. Save your money and buy Megamax because it won't be long now and believe me it is awesome. Pal, far superior to what Takara have achieved here.

LEE RUTTER

Why oh why did they bother? Toshinden USA, although hi-res, is jerky and shallow compared to the wonder of VF2. And Fighting Vipers. And especially the forthcoming Fighters MegaMix. In other words, just don't bother.

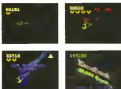
graphics	70	overall
sound	65	
playability	60	
value	57	

60%

TEMPEST 2000

What can be said about *Tempest 2000* that hasn't already been said by that ridiculous freak who bought an Atari Jaguar for £300 and has been trying to justify the expense ever since? Plenty, bub - and here it is!

RY	INTERPLAY
PRICE	£24.99
STYLE	SHOOT-'EM-UP
RELEASE	FEBRUARY



How is it that such an ancient game can provide thrills and spills for modern-day players? It's all thanks to its excellence of colour, the pulsating soundtrack and the ultra-lead blasting action that just gets faster and faster with each passing level!

STORM FOURS

There are four ways to play *Tempest 2000*. As well as accurately emulating the original arcade game it also provides three other upgraded game variations for your amusement, and they are...



TRADITIONAL

The original and not the best. Apart from the obviously restricted colour/line and the background music, this is a spot-on conversion of *Tempest*, right down to the scintillating graphics and fiery explosions. Stripped of all its fancy, it's true and slightly tedious nature of the original game glides through. Unless you're an inflexible nostalgic you may well find you play this next and then never again.



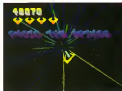
Beg, didn't these critics go spee-eeay-ee-ah-fans when Atari released the Jaguar version of *Tempest 2000*? Our journalist brothers who reviewed it in *Computer and Video Games* back in 1994 were called it "the blast from the past that's a must" - and they were never ones to say such things without due consideration. Such was the hysteria that some poor souls actually felt compelled to leave the comfort of their padded cells and go out to Kumbalton to buy a Jaguar - just so they could play this one game! If only they'd known that a conversion of this 13-year-old Atari coin-op would one day be appearing on the Saturn, perhaps these unfortunate souls would not have made such a prodigal purchase.

Turn down the lights, turn up the colour, run the sound through your hi-fi and you have a gaming experience so hypnotic as to be almost mind-altering.



TEMPEST PLUS

A hybrid of *Traditional* and *Tempest 2000*, that plays like the former (a with no power-ups) but has some of the the fancy effects and the features of the latter, such as the AI Devil. You can choose to have the AI Devil helping you out throughout the game or you can team up with another player and engage in raw joint-blastation if the mood takes you. Not bad, but not so good as *Tempest 2000* Mode.

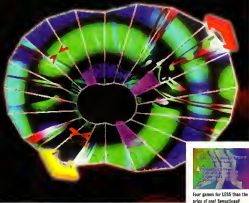


It was more than nostalgia that inspired *Tempest 2000*'s following. While the conversion accurately emulated the original coin-op it also incorporated some up-to-date game variables that featured extra weapons, three different bonus games and even a head-to-head two player mode. More than that, though - veteran psychedelic programmer Jeff Minter had peppered up the gameplay with a barrage of eye-warping pixel explosions, swirling, shimmering colour effects and a 'bangin'' rave soundtrack. This was the real source of the game's new found appeal. Turn down the lights, turn up the colour, run the sound through your hi-fi then jam up the bass and the volume as you could enjoy a gaming experience so hypnotic as to be almost mind-altering.



TEMPEST 2000

Forget the rest and try the best. This full-feature game variation is the one with the power-ups, the bonus games and all the equally add-on. The tube lasers glow in rainbow colours. Some messages explode out of the screen in scintillating clouds. There are others so many pixels flying around that you have trouble seeing the action, but once you've tuned in your brain it's quite a rush!

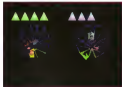


Four games for £35 less than the price of one! Sensational!

Tempest 2000's powers of entertainment lie in the frenetic action, the graphical pyrotechnics and the pounding music.

Though the Saturn version hasn't been programmed by the Coast Mirror himself, it manages to be a fair representation of the big game. It has all the features of the original, as well as a couple of minor additions, but the fundamentals of the gameplay are the same. The player controls a laser-firing claw that spins around the rim of 100 variously-shaped 'tubes'. Crawling up the tubes towards the claw come unfriendly electro-creatures and the idea is simply to eliminate them with some skilled shooting before they reach the end of the tube. Once you've blasted your quota of enemies, you fly through the tube and on to the next.

The enemies come in numerous varieties, some of which try to molest the player's claw in person,



TEMPEST OUEL

A two-player mode which uses a split-screen display to show the opposite ends of the same tube, each guarded by a player. The idea is to blast through your opponent's shield and destroy him, while trashing the electromagnetic fiends between you. A novel intriguing idea, but this mode doesn't really play very well. Challenging your pals to enter contests in Tempest 2000 made it more fun.

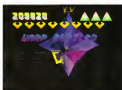
while others stay at the far end of the tube and construct spikes that block up the 'lanes'. Once blasted, certain badies release power-ups, providing bonus points, warp tokens, an instantaneous warp that sends you directly to the next level and weapon upgrades. The first weapon upgrade is the particle laser, which is more or less the same as the standard gun but makes a louder noise, and is therefore essential to the game's anarchic atmosphere. There's also an AI [Artificial Intelligence] Devil that helps you out by roaming the rim of the tube and blasting anything that crosses its path. Rechargers revive your Super Zapper smart-bomb, and a jump enabler lets you bounce off the rim of the tube and over any encroaching enemies.

The warp tokens are the things you really want to collect, though. Once you have three of these you're transported to one of three cool bonus stages. The first is a fly through the rings game, while the second requires you to keep your stringy creature of poofs as a swirling path inside a cylinder. The third is another ring-following game, but this one is easier and tougher than the first.

So while, at first glance, Tempest 2000 looks like an outdated and tedious waste of time it does actually have a bit going for it. It's simplistic, sure. But its powers of entertainment lie in the frenetic action, the graphical pyrotechnics and the pounding music. A few minor discrepancies mean this isn't quite as good as the Jaguar version but it's just as sappy, and almost as trippy.

Having said that it's hard to wholeheartedly recommend Tempest 2000, simply because there's no getting away from the fact that you need to be right on the game's wavelength to appreciate it fully. If you are, it's like an interactive laser show packed with destructive mayhem and spiced up by high-energy drum music. If you're not, Tempest 2000 just looks like a hyperactive version of an arcade game that's now well past its prime.

PAUL GLANCEY



When you've collected three warp tokens (the triangles in the top-right of the screen) this message appears.



The Acet-style level select!



A pit - the Sign of Mirror!



When the level is complete you're warped into a bonus game. Here you have to steer yourself through a course of rings.



The bonus game requires you to keep your pimply path tight on the green course that swirls around the tube.

A good, pure blast at a low price. An essential purchase if psychodelic music and visuals are your thing.

Graphics	83	overall	80%
Sound	85		
Playability	83		
Stability	79		

BATMAN FOREVER

Batman Forever: The Arcade... or the Saturn conversion of the arcade game as it should be called is here, nearly 18 months after the film. So is it a case of better late than never? Read on....

BY	ACCLAIM
PRICE	£59.99
STYLE	FIGHTING
RELEASE	OUT NOW



Yes, the Batmobile's in there too. They're certainly trying to get them money's worth from this license.



Well, over the Riddler's lair and you could well find yourself being struck to mumble properties.



Batman fans will no doubt be pleased to learn that you can play as either the Caped Crusader or his trusty sidekick Robin. Two players can both be the same character too.

NEW KIDS ON THE BLOCK

Graphically, the biggest gripe I have with this game is the incredibly blocky graphics on the main characters, swearing many of these look as if they have been made out of Lego by a bored five year old. Just check out these pics of the fun-inducing end of level bosses Ganes and Zipper and tremble. Gooo scary....



As you can tell from the shots, the background is very full and so is our fellow meek.

"Fear quill! Fear bloody quill!" I screamed to the police officer as they dragged me kicking and screaming from the local cinema, somewhat annoyed at having to pay to sit through *Batman Forever*. You see the first one, *Batman Forever*, or whatever you want to call it was a classic brought alive by the magic of Jack Nicholson. The sequel, despite the enigmatic presence of Michelle Pfeiffer, failed to live up to expectations. But to add insult to injury, the third instalment ease with the comic genius of Jim Carrey was cack. Strange but true. Strange is that it was actually the most successful of the *Batman* films. But true is that it was cack. My hopes are now pinned on the kung fu doctor, George Clooney to do *Batman the Justice*. It deserves.

The game is obviously the tie-in with the film and follows roughly the same plot, what there is of it. Basically Two Face and the Riddler are attempting world domination by putting a box on top of your telly and sucking out your brain through your ears as only they have the technology to do. In a nutshell. The old



Step away from the top of the screen or that object tends to hit you....

car quill! Fear bloody quill!" I screamed to the police officer as they dragged me kicking and screaming from the local cinema, somewhat annoyed at having to pay to sit through *Batman Forever*. You see the first one, *Batman Forever*, or whatever you want to call it was a classic brought alive by the magic of Jack Nicholson. The sequel, despite the enigmatic presence of Michelle Pfeiffer, failed to live up to expectations. But to add insult to injury, the third instalment ease with the comic genius of Jim Carrey was cack. Strange but true. Strange is that it was actually the most successful of the *Batman* films. But true is that it was cack. My hopes are now pinned on the kung fu doctor, George Clooney to do *Batman the Justice*. It deserves.

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anecdote that Wallace solves nothing is cast aside as you battle as either the Caped Crusader or Boy Wonder to give these villains and their evil henchmen a damn good kicking.

The action itself takes the form of a side-scrolling beat 'em up in the same vein as *Streets of Rage*, an area largely overlooked on the Saturn with the notable exception of *Guardian Heroes*. You progress horizontally through the increasingly difficult, yet very similar and rather unimaginative level by disposing of various wrong doers along the way using the standard punch and kick attacks. These can be strung together to make multi-hit combos which rapidly drain your opponents energy (displayed on the screen as a percentage which increases with every hit until death) when your opponent is dead. Die all bad guys tend to leave power ups behind after their demise, a tidy recognisable by the words "POWER" and "UP" over them. Once collected they boost your characters abilities no end and make the weapons more powerful.

Oh, didn't I mention the weapons? What sort of a *Batman* game would it be without weapons? Littered

You believe you are playing this on a 16-bit machine rather than on the Saturn with its awesome 2D capabilities



For those of you who can't tell what the sticky mess in the foreground is, it's Two-Face trying to destroy the Dark Knight



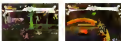
Notice at the local zoo. The one, Robin's in there too.

LETHAL WEAPON

Available to the Caped Crusader as the *Boy Blunder* if you so desire, are an array of lethal weapons designed to tackle the forces of evil and aid you in your endless quest to see that justice prevails. Some of them are quite good and others are lack, or "Wily hot-dick" as Robin might say.



This section is particularly hazardous as you have to contend with the evil villain lurking around every corner and also the submarine drive at great speed by more evil-doers.



The bats actually protect our beloved hero from the enemy. A blue bomb is just one of the many weapons to collect.

Although Batman (even in his limited action), it's all very sunny and hot down badly by the shoddy graphics.

graphics	65	overall
sound	62	
playability	59	
replayability	52	

63%



Chasing bunnies at enemy heads is a laugh!



You'll find Batman's under the huge hood.



When sufficient power-ups have been collected, there's a flash of lightning. Batman sticks his wings up in the air and then he's ready to go ballistic.

about the streets for young children and those not of sound mind to find is a large array of highly deadly weapons which can be collected and unleashed on the general public at your leisure. These range from Katarnags, which are self-explanatory and list-boles, which aren't. Each have their own unique, but by no means spectacular way of clearing the screen of evil scum. Our hero also has the ability to pick up barrels and crates and lob them at your opponents which, though slightly humorous is relatively ineffective.

At the end of each level you are confronted by a boss character or two whom you must destroy in order to proceed. Your efforts are then rewarded by being given a choice of bonus items with which to start the next level, depending on the score you have accumulated.

Though there have been some good film licenses of late, *Alien Trilogy* and *Die Hard Trilogy* for example, I'm afraid this one is not in the same league. The



I know the film was a dark, glibbie kind of affair, but surely really isn't enough subtle in this game with this one exception.

graphics are frankly terrible, especially on the main characters who are extremely blocky and very ugly up close making you believe you are playing this on a 16 bit machine rather than on a Saturn with its awesome 3D capabilities (just take a look at any of the Capcom titles available).



but as we all know it is not graphics that make a great game its game play. Just look at *Soku Soku Animal*. But unlike the latter *Batman Forever* fails miserably here too. The shortness of the levels and lack of them (*Guardian Heroes* has three times as many levels), the lack of variety in the gameplay and repetitiveness of the whole game makes it a loser. The two player option may add slightly to the longevity but what are the chances of actually knowing someone who is prepared to sit through this? You can't even beat each other up as the bats just don't connect and that was always the most fun part, pretending to work together but slipping the odd left hook in there and claiming it was an accident. I suppose it's not fitting with their image as great mates to beat each other up. Shame.

I also found the collision detection to be a bit unpredictable, sometimes hitting opponents nowhere near you, other times punches and kicks simply passing right through them.

For me this is a poor man's *Guardian Heroes*, except that it is actually quite expensive. I can't really recommend this to anyone, unless you're a die-hard *Batman* fan and a masochist one of that. If such people exist. *Batman Forever*, I don't think so. *Batman* for a couple of hours is more realistic.

LEE RUTTER

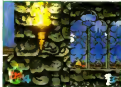
BUG TOO!

One of the first Saturn platform heroes returns to 32-bit land with the inevitable sequel. It's much improved over the super-frustrating first game... or is it?

BY	SEGA
PRICE	£19.95
STYLE	PLATFORM
RELEASE	JANUARY

DIFFICULT BUG...ER

The difficulty level on Bug Too! is just too damn hard. Enemies often move so quickly you don't know they are there until they've hit you, then you have to put up with another annoying voice sample: "That's gotta hurt!" Ahhhhh! Other times objects in the foreground obscure your view badly inevitably leading to death.



(Above) In this heroic (er, hee) Bug Too! you go up to the lair's whirling homicidal maw at the end of the Wooded Dead level. Well a guy!

Platform games are a 16-bit phenomena really. There are stacks of them, racks of them even, but these aren't so many on the Saturn, not decent ones

anyway. So typically after the long platform drought we get two very decent ones in the same month. This one is Bug Too!, sequel to the very successful Bug! With its cute 3D generated sprites, intricate level structure, polished graphics and tough gameplay it proved very popular indeed. This was due in no small part, dare I say it, to a lack of software support for the Saturn at the time. So the sequel was inevitable and after being delayed for quite a while is finally here. But with the myriad of quality Saturn software now available, can Bug Too! cut the mustard?

I actually quite enjoyed Bug! up to a certain point, or more specifically

the point at which I became stuck. So not being the most patient of people I allowed it to collect dust for a while, occasionally using the disk as a handy coaster before finally getting rid of it, only for a level select cheat to come to my attention a few days later. The point being that the gameplay was extremely tough with a high level of frustration known in 'This hasn't been remedied for the sequel, if anything the difficulty setting is actually harder which may be quite off putting to the novice, but will ultimately provide those who stick it out with a huge challenge. The gameplay itself usually involves making huge leaps across wide spaces, jumping on other creatures' heads to destroy them and a lot of puzzle solving.

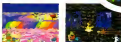
What makes this game stand out amongst the contenders is that it is, meaning that each level is as deep as it



Backward has a few hammer head starts



Occasionally Bug needs to replace his jaws



You'll need shades to play this level, just check out the colours.



The boss on the Lawrence of Arabia level is in fact a woman.



Even bugs have to do housework you know, do you?



Watch out for that ledge or it'll eat you, you've been warned



I challenge anyone to finish this game with their warts intact.

What makes **this game stand out** amongst the pretenders is that it is 3D, meaning that **each level is as deep as it is wide.**

is wide. However, despite the vastness of the whole game it is all in a very linear fashion with the player enjoying none of the freedom found in 3D games such as Tomb Raider. And whilst the extra dimension is all very well and good, much of the time judging distances into and out of the screen is near impossible. Other annoyances such as the American sitcom style of 'humour' have made their way into the sequel, not to mention the repetitive speech samples. Unfortunately we're unable to convey this to you in a magazine, however by repeating the phrase "That's gotta hurt" a thousand times and you'll have a vague impression of what it's like.

Bug Tool does improve on the original formula in a number of ways. The snail paced speed of the original is unchanged, but they have thought to include a 'run' button, thank God, to speed it up slightly. As you can no doubt tell from the screen shots the graphics have been improved considerably making much better use of the Saturn's capabilities. The backgrounds are now far more detailed and blend much better with the floating platforms, making the inevitable clipping far less obvious.

We shouldn't forget of course there is a plot.



One of the two new characters in the World's Most Awful Game is the head of one of the villains!



The title screen is full glory.



q'bert style boss attack



Get! New characters.



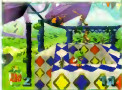
q'bert style boss attack



Galactic boss of epic proportions.

IMPROVED TOO!

Graphically Bug Tool is quite an advance on its predecessor, with smoother updates, more detailed graphics and lovely new backdrops which range with the platformer very nicely thank you.



Collect! Decays in the Bug! version of the arcade classic q'bert!

More of the scenes you're afraid, but if it ain't broke, why fix it?

graphics	89	overall
sound	80	
playability	86	
usability	85	
		85%

DOOM

One of the first titles ever promised by Sega for release on the Saturn has finally appeared, over a year since the PlayStation version and three years since the original PC game!

BY	GT INTERACTIVE
PRICE	LESS, 59
STYLE	DOOM
RELEASE	OUT NOW

LIGHT FANTASTIC? NO

The main problem with *Doom* is that it just looks so dull. The lighting in the PlayStation version is game, and even many of the efforts (and background design) from the PC original are absent.



This is Saturn *Doom*. Very dull and boring to look at. If you've played the 32X version you'll know exactly what to expect.



Doom on the 32X was extremely colorful and incredible, and yet it's still more playable than the Saturn version. Quite unbelievable.



PlayStation *Doom* is faster and smoother than the Saturn. It really is and also boasts some interesting lighting effects.



The dynamic and ambient lighting effects on Saturn *Doom* initially break PlayStation *Doom*. So Sega Software base no more.



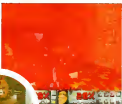
Here we are in the Doom 3 levels - yep, it's so jerky



Shoot a monster at close range and cover the screen before it hits the ground.

Make no mistake about it: *Doom* is one of the best videogames ever created. Even in these days of Quake and Duke Nukem 3D, *Doom* still commands much respect. On the PC at least, it's the super-smooth 3D engine, the brilliant design, the complete commitment to gameplay - that's why all software are now one of the most respected software houses in the world.

That respect is bound to take a bit of a knocking when now that Saturn owners have finally got a chance to play their version of this classic game. You see, Saturn *Doom* must be the most disappointing game I've played this year - and very dull!



Unfortunately, the better colors of the graphics is maddled by the slow controls.



...it's one of the worst conversions of the game ever.

Although all software legs are plastered over the packaging and the game's front end, they've actually had very little to do with this game. In actual fact, British coders Rage Software have handled the conversion and let's face facts - they aren't really up there with the AMOs and Sonic Teams of the world. Previous efforts like *Strike* haven't exactly set the world on fire, so whoever in GT handed the conversion work to them should really be answering some very difficult questions just about now.

Doom's game design remains as good as it ever was - even in this conversion - all of the weapons, lev-

Compare Exhumed's fluidity and dynamic lighting to this dull, jerky effort. It's clear that *Doom* is a botched rush-job with no redeeming features.



The Spectral Demons are terrific! plus mesh-work. And it's easy to see. D'oh!



The screenshots on the packaging of Saturn *Doom* look suspiciously like the Windows 95 version of Ultimate Doom.



Another irritating thing about Saturn *Doom*. You're not only got one button to cycle through the weapons! Rage couldn't even get a simple thing like that right.



A challenge I've got to see how ripe into a great with the challenge



When you go through a wall, the green base takes about three seconds to clear - about six times longer than on the PC and PlayStation games.

After years of waiting Doom finally arrives on the Saturn. Unfortunately, it's a breath-takingly bad conversion of a classic game

els and controls are available, but unfortunately, Edge Software have decided to put all of this into what is the most janky game 3D engine I've seen in ages. Even Edge should have been able to do better with this padding engine. The frame rate is frankly abysmal - barely acceptable on the original Doom levels and a complete jerk a then when you get into the complicated areas of the Doom 2 stages.



From the smoothness of the gameplay, Doom draws its playability to real feeling of being there. Just opening a door in Saturn Doom is a horrendous excursion into jerkville. Worse still, explode a barrel next to a mezzanine and watch the individual frames of animation take place as it blows up and entrails go everywhere. One of the most satisfying bits of the original completely ruined.

The graphics are pretty crap as well. Even the PlayStation version was extremely compromised in detail - compared to the PC original, but at least Williams made up for it with some nice lighting. Here's none of this in the Saturn version. Not only does it move jerkily, it looks dull. Extremely dull! That's certainly no excuse after the lighting effects in Duke3D which are as Quake levels of excellence.

In the end, the question arises: just how bad is Doom? Well, as I said before it's skagish to begin with on the less taxing levels, but later on I would say that the game is virtually unplayable. The more complicated the level, the slower the update and the playability suffers from this on.

Having played every version of Doom ever, I can say that this is surpassed only by the diabolical 3DO version (which was even jorkier and in a tiny window). So yes, the Jaguar version is better - faster and smoother by a long chalk. And the 32X version is more playable.

But really you should be playing a version almost identical to the PC original - especially when

companies like Laboratory Software are producing amazing 3D graphics as seen in Exhumed, which is of equal speed to its PC version running on a 100MHz Pentium. Instead, the translation we have is like playing Doom on a mid-spec 386 - with less detail.

Saturn owners have every reason to be outraged by this game. Considering the amount of time we've had to wait for a conversion - surely we could have been given something better than this? Whoever is ultimately responsible for this travesty of a videogame really owes us an explanation - like why they bothered releasing what is clearly a sub-standard rush job of a conversion in the first place.

It certainly looks as though Exhumed still rules the 3D shooting/exploration genre - but hopefully GT can redeem themselves with the forthcoming Here, which is looking very promising.

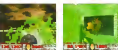
RICK LEADBETTER



It-it. There's more than the moving sprites on-screen. From rate? Come on now!

PLEASE GO FASTER

Playing Doom on Ultraraidance level in the PC version is brilliant - hundreds of enemies appear on-screen and mowing them down is an awesome feeling. Not so in the Saturn version. If more than a few creatures appear on-screen the action slows down even more! What we want to know is - why? The Saturn's sprite-handling and scaling routines are second to none. Again, WHT?



Some separating and individual action in these pictures

The Saturn's capabilities are blessedly under-used by this horrifying stumbling mockery of a conversion. It might look like Doom, but the vast majority of the enjoyment and playability has gone thanks to the slow-motion jerk-a-vision disaster.

graphics	59	overall	56%
sound	88		
playability	53		
usability	57		

DARK SAVIOR

After first taking a look at this potentially revolutionary RPG waaaaay back in issue #6 of SSM, finally we have the completed Dark Savior to check out for review purposes. So buckle up and awaaaay we go!

BY	SEGA/CLIMAX
PRICE	£29.99
STYLE	RPG
RELEASE	FEBRUARY

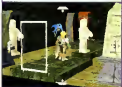


IT'S SO EASY

A complex control method can often put you off what is a really good adventure game, but luckily Dark Savior comes up trumps with a system that enables you to do just about anything using just a few buttons.

There's run and jump buttons to negotiate the mostly platform terrain, along with an action button that does just about everything else. It wields Garlin's sword, it's used to talk to the locals and it's also good for activating switches and vaults.

The only real cleverness in the control mode is the *Hyperion perspective* which twists the view on-screen (the left shoulder button on the analogue controller is used here). Overall, the controls are excellent, making the world of Dark Savior extremely easy to get into and lots of fun to boot. Brilliant.



Occasionally, during the course of Garlin's adventuring, he comes across little enemy sprites that attack on mass. A simple thrust of the A button is usually enough to see these enemies off. You don't get any experience points or anything tangible for killing them.



From our valuminous realbag, it's pretty clear to see that there's a great many adventure fans out there - a fact overlooked by Sony in their action-heavy PlayStation line-up. Luckily Sega have a good supply of excellent RPGs lined up for release and surely the best of the bunch has to be this, Dark Savior, produced by the guys who produced one of the greatest Megadrive games ever - the legendary Landstalker.

Upon first booting up Dark Savior it has to be said that the similarities between this Saturn game and the established 16 bit classic are rife. The main character looks similar and the isometric viewpoint initially looks right on identical. But it is different. Pretty much an entirely new game in fact, which is what you would expect considering how long we've been waiting for it.

The big advance is in the backgrounds. You see they're full 3D - not just your usual

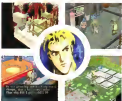
isometric rubbish. Everything is made up of textured polygons which can be viewed from just about any angle you so desire. This is all thanks to the *Hyperion Perspective* - a great new innovation that twists the view on-screen, often revealing hidden objects and secret exits, that kind of guff. This is activated using a shoulder button on your joystick, or better still using the analogue controller on your N-Glide pad.

The other new innovation, as those who read our Gaming Soon feature will know, is the introduction of a *Parallel System* - basically there are five major routes through the game depending on how you tackle the initial puzzle. And from there, you'll find that there are other plot twists through the chosen parallel, making the possible endings to the virtually unquantifiable! Well, there's supposed to be around a hundred of them, actually.

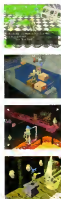
A lot of an adventurer's quality is derived from his dialogue and plot lines.



This register shows monsters captured and items carried.



Doors or gates usually need keys to open them.



The party scientist is also quite mad, spotting for a fight.

Various saving methods reveal these keys, which unlock huge well merits.



In this section of the game, numerous keys are found to open up new chambers of the level. Amazing...

Dark Savior certainly excels in this regard. Despite the fact that the speech was originally Japanese, there are some genuinely funny reprints and Climax have created some pretty believable characters. The plot advances at a fair old pace and you do genuinely feel that you are at the centre of an epic storyline. So that's pretty cool too.

Another staple aspect of the RPG is the ubiquitous combat system and once again Climax score top marks for their efforts. Best described as a kind of Street Fighter in isometric style system, you've got a few techniques at your disposal as well as a Super Combo style attack that you power up. This is cool, but better still is the Capture system. Hero Ganon is able to capture vanquished foes and use their moves and abilities in later fights. Very nice indeed. Apparently, by capturing various creatures, the story-line changes as these characters are taken out of the calendar, thus altering what happens. Personally I haven't seen much evidence of this, but apparently it's true.

The bottom line is that Dark Savior is pretty damn ace, actually. I'm a great fan of the Zelda style of action adventure over and above the Shining Wisdom genre. And Dark Savior is right up my alley. I think that even arcade fans should give this game a go - it's class.

RICH LEADBETTER



Climax have handed in a **technically adept and enjoyable** adventure boasting **literally months of longevity** and **multiple routes** through



The main bad guy, Blar makes his escape here.



What's that?

Delusion indeed

You need to locate the Master block here. Gah at the location...



One of the largest, most exciting RPGs ever seen anywhere. A brilliantly original and well-enclosed adventure that's without compare. Extremely enjoyable indeed.

graphics	84	overall	92%
sound	83		
playability	91		
costability	92		



SEGA SATURN™ tips

You know something? We get so many people phoning us up for Tips on their favourite Saturn games that we just had to do something about it since we just haven't got time to answer individual queries (because half the time we don't know). Hence the arrival of this enormous 16 page Tips Bible - truly if you need some cheats for an individual Saturn game you should be well-served with this superlative array of codes, levels skips and cunning little tips. These have been culled from all Saturn Mags to date, but we've also included a whole lot more that you wouldn't have seen before in our quest to put together as complete a listing as possible. We can't guarantee to have included every tip ever seen anywhere, but we've done our best with this herculean effort to put in as many as we can. From next month on it's back to Tips as normal with our smaller two-page up-to-the-minute activities so if you think that you have anything cool to contribute (except rip-offs from the Internet) write to: TIPS, SEGA SATURN MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AL. You know it makes sense.

BLACKFIRE

Enter all of these cheats on the title screen

Full energy and fuel

Press L, A, Z, Y, A Down. Then press Start twice during the game to refill

Level Skip

Press and hold these buttons in order: C, B, A, Up, L. Then release them in this order: A, C, L, Up. Now when playing, hold A, B, C, and up, then press L to skip a stage

Invincibility

Press and hold A, B, and C, then release them in this order: C, B, A. Now press L, A, B, Y then hold X. Now press Up, then hold Down and release X

View FMV

Another cheat to add to last month's selection. Go to the title screen and press Start, then press Z, A, Z, A, B, A, B, Y, C, A, C, A. This will let you watch all of the FMV sections from the game



We can't really recommend that you buy this, but if you have it find you can cheat your way through now!

ATHLETE KINGS

Let's face facts - you can't beat a bit of Athlete Kings can you - it's cool is it not? The graphics are ace, the sound cool and it's in the Saturn's best polygon graphics mode - meaning that the image you see on screen are actually finer than a Model 2 coin op! Amazing! Still enough waffle, here are some of the tips. Note that the extra player cheat only works on the import game. Boo!

Control the Blimp

In the events where the blimp appears the second player can control its circular motion with the R Shift button

Shotput Tip

When doing the shotput, let your player's power bar reach the far left - but don't press the action button. Instead, roll the D-Pad around (as though you're doing the discus) and you'll spin around before releasing the shotput

Another way to highjump

After selecting your height, press left or right before you start running. The camera should change angles and show another way of jumping

Shift Cameras in Shot Put

After throwing the shotput, press left or right to shift the camera angles

Hop Scratch the 100 meters

At the start of the 100 meters race, as the announcer's voice says the



Here's the blimp cheat being put into effect, proving that B all works like and handy



course numbers, roll the D-Pad around anti-clockwise and press X. Your character will now do a hop scratch all the way down the track instead of running

Extra Player

To get the hidden characters, play in Arcade mode and get a score of over 8000. Then go to the main menu and hold the X button while choosing your game mode and you can select the new athlete

NOTE: This only appears to work on the Japanese import version known as Decathlete. No, we still haven't found the UK code

BAKU BAKU ANIMAL

One of the options not usually available in the UK version of the game is the leaver mode. To access it, go to the title screen and press B, A, C, Up, B, A, C, Up, then press Start. The new option will now appear. The only problem with it is that it hasn't been translated from Japanese and is

very difficult to understand. Another added bonus for the UK version only is that there's a hidden dance remix of the Baku Baku Animal music on the game CD! To hear it, go to the Saturn's CD player and play track 24! Cool!



BUG!**Level Select**

The level code for Bug is BABYSEALS spelled with the following buttons: press B (B), A (A), B (B), Y (D-Pad down) (D), Pad Right (R), A (Left Shift), D (Pad Down). Do this on the START/OPTIONS screen and you should hear a noise indicating success. Now on any level, hold down the left shift button and press up or down to go up or down a stage.

**BUST-A-MOVE 2**

If you input the code X, Left, Right, R at the title screen you get to play on Bubble Bobble-esque backgrounds. A character appears in the bottom-right hand section of the screen, indicating that the cheat works.

**DARIUS**

These cheats should be performed on the title screen with "Game Start" and "Option".

Abnormal Difficulty

For a special "Abnormal" difficulty hold X and press Z, C, L, R, left, R, L. Go to the option screen to find the new setting.

Nine Credits

For lots of credits, nine actually, press X, A, L, R, left, then hold L and press X, C, X, A, Right, Right. Start the game and each player will have those nine credits.

Rapid Asteroid

Press these buttons to get rapid fire for your ship - Hold X and press Z, C, L, B, left, R, L.



Series action hero, it's not a bad BBH character...

CLOCKWORK KNIGHT**Stage Select**

At the title screen (while press starts button is showing) press left, up, right, down, right, right, up, R button. The stage name appears - now you can press up and down to choose a stage.

Hint Stage

After entering in the stage select code, press left, right, right, up, right, right, up, X button. Press up twice to find the stage that says Last Boss.

**999 lives**

At the title screen (while press start button is showing) press up nine times, right, nine times, down six times, left seven times, Z, X, Y, Y, Z. You will know the trick worked when you hear the opening theme song playing from the beginning again.

Million-Point Bonus

Finish stage 2 a in under 30 seconds.

CLOCKWORK KNIGHT 2

... Ah... I don't see the level select cheat there...

Stage Select

At the Title screen, press on the D-Pad right, up, left, up, right, up, down, up, left, up, left, up.

999 Lives

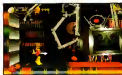
At the title screen, press on the D-Pad right, up, left, down, right, down, right, up, left, down, right, down.

Watch the ending

At the Title screen, press on the D-Pad right, up, left, up, down, up, right, left, up, right, left, down.

Play the mini games

At the bosses gallery menu, on the d-pad press up, up,



... Then... Ah... now what's going on here...

right, right, down, down, left, left, x, y, z

Watch the hidden movie

After you finish the bosses gallery with a ranking of Expert or Master, go to the movies menu. Movie #6 is now available.

Change the Title Screen

Change the Saturn's annual clock to a popular holiday such as Christmas for different title screens!

Hidden Options

Get all four hidden playing cards on each level (there are 32 in total) to get a hidden options screen.



... One of the game's hidden DVD movies, presumably

DAYTONA USA

Play as the horse

In the options set the difficulty to normal. In the mode select screen choose Saturn mode. Place first in each of the three difficulties on each track. After winning the third track scroll until you see 'horse'.

Karaoke mode

Set number of laps in option screen to normal. Exit options and choose arcade mode. Then selecting a course keep pressing up and choose a course with button C.

Music selection

In the options screen choose Key Assign. Choose type B for the controller setting. While choosing any track and car press and hold A, X, Y or Z depending on which song you want to play. Hold the button until the game starts and listen to the song you selected.

Rocket start

While at the starting grid of the Advanced or Expert Courses hold B (brake). Now press and hold C (accelerate). While accelerating keeping your BMT between 6/100 and 70. When the race starts let go of the brake but keep holding the accelerator. Get ready to fly by your opponents.

Make Jeffry do stupid poses for you

On the Expert course, drive up to the statue of Jeffry, and stop in front of him. Press the X button (up) so he turns and stands on his head. Not exactly the most thrilling of cheats, but it was in the arcade original too!



It's the Daytona Horse as viewed on the opening door!



Hear old soundtracks

Finish any race on any track. As you put in your high scores try one of these for some old Sega music!

SEK A B BMR D17 E R EXN CDA G F GUC GPF DYM H O
KDS LGA Q B ORS HD PF QIT R H S C S01 S F 5 H SHD
SKH SMC T B TET TOR V F VIT VMQ V R KE OIK YAM
MAM KDU HSB TAK KAZ ASA YOI YUI NAK MIT OKA TES
H S OMI BM IGA AMI VC K I MAS RTN AKI ISO AD RAG
YAM KAO SAO NAG VMB AY J B S B RJ R M WBN JM
LAU V R WF

Make the tyres disappear in the Demo

Begin a game and enter the pit. Before the new tyres are on and while the old tyres are off press A, B, C, and



Just long B a bit to make Jeffry dance on the last level.

Start to reset the game. Now let the Demo run.

Car Select

At the title screen hold down right with L, R, C, Y. Once you have all those buttons pressed down hit Start.

Horse Button Cheat

At the title screen hold up-left, A, B, X, Z, and press start. The horse is yours!

Helicopter View

Choose Saturn Mode, next choose a track. Hold down Start as you choose a car to race in Time/Lap mode. After finishing the race choose yes to watch the replay. Press K at anytime to see the race from a helicopter view.

Speedometer Change

At the title screen hold down x-y-z on controller 2 and hit start on controller one to change your speedometer readout. Killes kilometres or miles can be chosen.

Maniac Mode

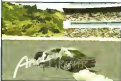
To access this, wait until the opening demo is complete then when the Sega logo appears enter the following: Up, Up, Down, Down, left, Right, left, Right, A, B, C, F. It is done correctly you will hear a sound and this mode will allow you to play an extremely hard version of Daytona. This is just the ticket for those who have successfully conquered what is already a pretty challenging game.



The rocket start works the same way on Daytona DCI.

DESTRUCTION DERBY

To get an indestructible car in Championship Mode enter (DAMAGE) as your name. Your name is CH-647 indicating that carbody the chest is actual!



EARTHWORM JIM 2

Level Passcodes

Level 1 (normal) gun - energy - blue gun - sandwich - can worms

Level 2 - bubblegun - sandwich - sandwich -

Level 3 - energy

Level 4 - gun - gun - missile gun - gun - blue gun

Level 5 - energy - bubble gun - bullet - can worms - 1m

Level 6 - bullet - sandwich - gun - fire - gun

Level 7 - missile gun - blue gun - bubble gun -

bullet - sandwich

Level 8 - blue gun - can worms - bullet - missile gun - fire

Level 9 - bullet - gun - missile gun - bullet - 1m

Level 10 - sandwich - gun - fire - blue gun - blue gun

Level 11 - gun - bullet - bubble gun - energy - bubble gun

Level 12 - missile gun - energy - bullet -

energy - energy



DIGITAL PINBALL

These cheats should be entered on the title screen with "Press Start Button" on. They give you a variety of messages like the programmer credits, the version dates and other exciting features.

Credits - C, R, A, A, B, C, X, Z, X, Down, Down

Wild Numbers - X, Y, Z, X, Y, Z, C, R, A, A, Up, Up

Sound Pro Version - X, X, Y, Y, Z, Z, A, A, B, B, C, C

Flame Pro Version - Up, Up, Down, Down, Left, Right, Left, Right, R, A, X

FIFA '96

When playing FIFA there are some secret modes which can be accessed. Press the game to bring up the options menu and then type in any of the following codes on the keypad. Once codes have been entered, the cheats menu can be selected by pressing A.

Super Power	Z, A, Z, Z, C, Z, Z, Z, Z, Z
Super Defense	Z, Z, Z, Z, Z, R, Z
Super Attack	A, A, A, A, A, Z, B
Super Goals	A, A, A, A, A, Z, Z, Z, Z, Z
Curve Ball	Z, A, B, Z, R, B
Crery Ball	R, A, Z, R, R, Z, A, B
Stupid Team	A, Z, R, A, Z, E
Penalty Shoot-Out	A, Z, A, B, A, Z
Invisible Walls	B, B, R, Z, A, A, Z

Also, when the game is paused, it is possible to alter the time of day at which the match is played. Hold the R button and press Up or Down to change the length of the shadows. You can also use Left and Right while holding R to rotate the shadows around the players, changing the position of the sun.

OPTIONS



Well, here you go. Some screenshots of FIFA '96 on the Saturn revealing the lovely cheats including Super Goals, Invisible Walls and so forth. Although irritating, it certainly doesn't add that much to the game...

FIGHTING VIPERS

A vast sprawling array of cheats here, so let's get straight to it. First of all, the Options menu is activated simply by completing the game. But that's not all. Oh no.

Get BM and Mahler

Complete the game again to get Mahler (the junior BM). Select him by moving your cursor off the screen. You can play as BM (the lone fide boss) by completing the game in Very Hard Mode. But that isn't the end of the Vipers rivalry.

Access Kamackan

You can play as the bear from the Armistice City stage by playing on that level in any game mode. Finish off your opponent so they collapse the cage and hit the bear in the background. Access him in the same way as you would Mahler on any game mode.

Turn the Walk off

This cool cheat eliminates all of the slowdown since the CPU hitboxes are removed. Go to training mode and perform every move for three or four characters and you should find a new selectable on the options screen.



GUARDIAN HEROES

First, go into Options mode. Highlight the Diff option and hold down R+B+Z. While still holding these down, press down on the D-pad. When the cursor is highlighting DP Switch: Off (but not A) (Note: tapping A over and over helps make it work, but it is difficult). Now, when you go into DP Switch, there should be an option to turn on Debug mode! When you start story mode, you can pick what level to start on. You can even level up your character to level 10! Also, during the game, try these out:

- Right Shift + Start = Skip 1 level
- Right Shift + A + Start = Skip 3 levels
- Right Shift + B + Start = Skip 5 levels
- Right Shift + C + Start = Skip 7 levels
- Left Shift + Right Shift + Start = Go back 1 level
- Left Shift + Right Shift + A + Start = Go back 3 levels
- Left Shift + Right Shift + B + Start = Go back 5 levels
- Left Shift + Right Shift + C + Start = Go back 7 levels
- Z + Y + Z + Up = Recover all life points
- X + Y + Z + Down = Kill yourself



Essential cheats for an essential game.

With debug mode, you also get all 45 characters in Versus mode, and you can watch all the endings by going to Options mode, then going into Test Mode. As in case you'll agree, these cheats are pretty hot - but that's not the end of it. Oh no.

Other Stuff

To find the hidden challenge at the coliseum, play through until you reach levels 3, 4 or 5. Keep running to the right, only stopping to beat people up when the screen stops scrolling. Move into the distant plane and keep running until the end of the stage. You'll notice a small wooden sign, and when you reach it, you'll skip to the coliseum. If you accept the challenge, you'll fight against gangs of enemies until you want to leave, meaning that you can build your experience levels up early on in the game!

To transform Han into Super Han, you'll need to collect the second magical sword from the One Armed Undead warrior on level 8. From the start of the game, always choose the last option at the end of the levels to get to stage 8 and beat the warrior to turn into Super Han. He looks the same as before, only he gets loads of extra experience points, making him faster and more powerful!

GOLDEN AXE: THE DUEL

In its mode while you win and the words "Go win!" appears, press pause then the Left Shift button. A short Cut select! Mode should appear. You can now select fighters without loading.

GUN GRIFFON

Enter these codes on the title screen

Unlimited Ammo

Press B B B C Start

Remove the Targeting Boos

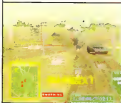
Left Right C A Start

Remove the yellow and red dots on the radar

B B B Down C Start

Jump doesn't have to recharge

Up Right Down Left Z Start



THE HORDE

Press pause and type the following:

Reveal the map

Left A, up down B, A, A, B

Unlimited supplies

A down right A down

All items available

B right A left left down right, A, A, left

Level Warp

Down A left, Left, Down A, A, Right

Maximum Loot

Left A, A, Right, A, Right, Down

Play after Village Destroyed

A, Down Down Right A Down

Invulnerability

B, Up, Right Down A Down, A, Right



MORTAL KOMBAT 2

To get the secret screen with the cheat switches press Down Up Left Left A Right Down B Y C when the intro pictures are being displayed. Fascinating stuff eh?

HANG ON GP '96

Three cheats lets you access a few of the extra features in the game which would normally require playing the game 10h.

Access Extended Courses

Go to the options screen highlight "Game Level" and press B. Now press the shoulder buttons in this order: X, X, L, R, R. A beep noise will let you know that the courses are available.

Free Time Trials

Highlight "Enter all" on the main menu and press Right, left, Up, Down, Z. A beep noise should go off.

Access Hidden Bikes

Once you have collected the five extra bikes by winning the 100 mile extended courses, get a lap time of under 20 seconds on the Long Abattoirs Cliff Reef track. The silver bonus bike is yours.

Minor Tracks

If you come in first in all the tracks in the endurance mode you will then be able to play the Minor versions.

MAGIC CARPET

Go to the options screen and test the following sound effects in this order: 3, 15, 25, and 30. The Chest should appear on that screen along with a level select option. While playing the game after you enter the code Pause it and hit X to access all spells. Hit Z to finish the level. Hit Z to get an ice mana bonus for yourself! Very funny indeed because as we all know mana is the key to success in this particular game.

LOADED

When playing press start to pause the game and highlight the 30dB volume option. Now press and hold the L button, Z, B, X, C and R buttons. Now just press the L button on paused menu screen to bring up the cheat menu screen.



COURSE SELECT



Just! Secret tracks! Access without completing the game!



JOHNNY BAZOOKATONE

Some codes for this aboriginal example of a platform game.

Speed Stage

Wilder

Third Stage

Overtime

Fourth Stage

Wilo

Fifth Stage

Infellos

Infellos Lives/Level Select

Enter the word tomb. Your life counter will say 0, but will never decrease. To skip a level pause the game and press X.

Hero's another life

don't buy it! No, I can't believe I wrote that either. D'ah!

MYST

If you've every wanted to know how games are put together, use this cheat to get a very long and detailed film about "The Making of Myst." Load the game up and wait for the "Cyan" screen to appear. Now press and hold L, R, A and Start. Keep them held and the sequence will start up. It's pretty interesting too, you know.



ROBYN and RAND MILLER
Co-Founders, Cyan



Personally I thought *Myst* was intensely dull, so the prospect of watching a "Making Of..." doesn't exactly take me into the realm of fantasy.

NBA ACTION

Freefloating camera in replay mode

First, pause the game and then choose the replay mode. Go to the Change Camera screen and hold either the L or R button. Then, during the replay you can move the camera by holding R+Z and using the D-Pad to move it around.

Change the side of the Court

We can also swap the end from which you view the game. Just go to the main play menu screen and highlight the Select Court option. Now hold the R button and press Z to change the position.

NBA JAM: TOURNAMENT EDITION

The NBA Jam games always contain secret characters, and the Saturn version's got a massive number of them. To play as any of the characters listed, answer "Yes" when asked if you want to enter your initials, then hold the L and R shoulder buttons while entering these letters and dates. "Secret Player" will appear on the screen to let you know that it has worked. By the way, the commentator even calls out all of the secret character names when they get the ball!

Charles	CHA	May 4
Clinton	CLT	Jun 3
Hillary Clinton	HC	Nov 6
Mike D	MD	Jul 1
Adrock	ADR	Apr 6
MCA	MCA	Apr 9
Henry D	HEA	Jan 9
Falco	FES	Feb 1
Jazzy Jeff	JAZ	Oct 9
Benny	BN	Sep 24
Blaze	BLZ	Jan 14
Huge	HGR	Jan 12
Rod	LAR	Jan 15
Geoffie	AFE	Apr 2
Crunch	WOL	Mar 7
Catling	CKT	Jan 2
Hutchinson	HAR	Apr 9
Magik Hair	SH	Dec 8
D Falco	DAZ	Aug 6
Hedgemon	HOG	Dec 31
Tunninoff	SKT	May 7
J Falco	JAS	Nov 10
Jan	JAR	Mar 1
Muzi Mike	MUS	Dec 24
McHugh	BAA	Jul 25
Gray	GRY	Feb 23
Higgins	THM	Feb 19
Hill	ZIG	Apr 7
J Moon	JMT	Aug 24
Chew Chew	CHD	May 5
Bratsh	GDW	Jul 17
Wessell	DAN	Jan 2
Snake	SNE	Jan 15
Rinaldo	RIN	Feb 4
Furungus	GUM	Jan 11
Kabutr	KUB	Apr 14
Max	LIZ	Aug 7
Sequela	SAW	Apr 10
Bee-Boo	THI	Nov 1
Pistol	WAN	Jan 10
Racine	DEL	Oct 19

Ar Oog	ARR	Jan 21
Carbon	CAL	Mar 19
Devita	DIV	Jul 3
Genke	GDS	Jan 6
Liptak	LIP	Jan 14
Evvett	RIV	Jul 6
Tarnell	TUS	Jan 31
Thomas	THC	Jan 8
Gordon	GOR	Jul 9
Shelley	SHF	Jan 8
Moore	MOE	Jan 8

These bonus codes can be used as cheats. Enter them in the same way as the secret characters. Enjoy these extras, why don't you?

All 27 teams defeated FM Jan 1
26 of 27 defeated END Jan 1

Once all of the teams have been beaten, you play again with extended team rosters, secret opponents and hidden power-up modes. Pretty damn exciting, eh? Well, we think so.

Special Effects

Chosen to start a game, and when the "Tonight's Matchup" screen appears, press any of these buttons to get special effects. Power, this game just gets better and better!

Giant Body	A and C repeatedly
Giant Hands	B, A, Y, C, repeatedly
Ruby Hoops	B and C repeatedly
Quick Hands	Left, Left, Left, Left, Y, Right
Power-up Defense	Right, Up, Down, Right, Down, Up
Power-up 3 Pointers	Up, Down, Left, Right, Left, Down, Up
Maximum Power	Right, Right, Left, Right, C, C, Right



This Big Mouth character's getting a bit out of hand if you ask us. Especially here.



And there's another version of B. Items. The players look a lot smaller here.



Plenty of cheats for all three NBA Jam games, including all of the secret teams and what-have-you.

THE NEED FOR SPEED

Get the Warrior Car and Lost Vegas track

To get the hidden and ultra-fast Warrior car as well as the hidden lost Vegas track enter the Tournament code T588NS

Rally Mode

To turn all of the tracks slippery (Rally Mode) hold the L&R buttons when selecting a track. The track textures will now look slightly rougher than before and the grip will also be lowered, making it easier to power-slide.

Hidden Jump

First pick the Rally mode of the Lost Vegas track by holding down the L & R buttons, then look for the section of the track that is under construction. Go to the end of that section and then turn around and keep going until you hit a great hidden jump.

NHL ALL-STAR HOCKEY

To power up any of the players up to the absolute maximum, go to the Player Attributes screen and press A+B+C+X+Y+Z. This will let you boost every area to the top.

To get loads of hidden game modes

Select a two player game and press the X+Y+Z+L+R buttons during the player introductions. Then when the National Anthem is playing, press:

- L+R **Big Players**
- A+B **Mini Players**
- A+Y+Z **Upside-down Players**
- A+K **Push slides to the center**
- X+Y+R **Reversy Push**



A real montage of cheats and bonus stuff for this sport. Bigs are hockey shouldn't, which isn't that good. They're not really actively useful if the text is bold, but hey - I was in tears laughing when I saw the upside-down mode. No, honestly I was the kidding Oh-ho.



NHL POWERPLAY HOCKEY

Viggo's first foray into the heady realms of Saturn sports simulations is this rather splendid 3D game. Still, enough of this waffle. It's the top you want, so here you go with a cheat to get the ultimate team in the game!

Hold A+Y+C when the screen fades from any screen to either the quick start or main team select screen. To the left of the Ducks logo you should also see the logo of the Red Army Team (Radical Entertainment). Team with a 99 Rating!



Powerplay Hockey. A nice picture for you.

NIGHT WARRIORS

Not only is the regular game completely brilliant, these cheats are ace - US mag Dorian Gamefan had to re-write the game after seeing these!

If you go the options screen and highlight the speed option and press R, X, Right, A, Z quickly (Akuma's hidden firecracker move in SF Alpha) you'll be able to move the speed stars up to 10. This makes the game ridiculously fast and difficult to control, but it's great fun!

If you highlight the key configuration option and press R, X, Down, A, Y quickly (Anakin's escape!) an new option will appear - Appendix. Select this to get loads more options, including one to turn on the full arcade experience when two of the same character are fighting each other. Also, a complete version of the original, Dooku's arcade game! Amazing!



OFF WORLD INTERCEPTOR EXTREME

Here are the complete level codes. Level 6 is the hidden track - Murphy's Laws



- 1 HD6T8BLK3RHRDM
- 2 WPN54494JLXMMWGM
- 3 HPWSF70zyLKRWVL
- 4 jMACWY715TWZYSP
- 5 BVDM87j9uQ2H5PL
- 6

BWS hasn't exactly had much luck with quality Saturn scores during the brilliant (Eisen) and Off-World Interceptor really is quite poor.

PANZER DRAGON

Space Harrier mode

Pop open the Saturns data memory menu (with a CD inserted). Choose German as the language (Deutsch). Load the game CD. When the title screen appears press up, X, right, X, down, X, left, X up, Y, Z. You will hear the sound of your dragon being hit if done correctly.

Wizard mode (slowly speed)

At the title screen press start. When Normal Game option appears press L button, R button, L button, R button, up, down, up, down, left, right. Wizard Mode now appears.

Invincibility

Press start on the title screen that says "Press Start". When Normal Game and Options appears, press the following buttons followed by the following pad directions: L button, L button, R button, R button, Up, Down, Left, Right. If this trick works you will hear a sound like a dragon getting hit, and the words Invincible Mode will appear. If you use this trick, you will not get the good ending.

Play Episode 0

At the title screen, press up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. You can use the invincibility code so your health meter doesn't run down as time passes.

Unlimited Continues

At the Normal Game, Options screen hit Up, X, Right, L, R. You can use the invincibility code so your health meter doesn't run down as time passes.



Episode Select

At the Normal Game, Options Screen hit Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z.

The Ultimate Code

At the easy game options screen enter up, X, right, Y, down, Z, left, Y, up, X. This code acts as if you beat the game in very hard without continuing. The polygon man becomes a girl, pressing x, y or z at the episode screen changes the color of your weapon.

Watch the Hard Ending

At the easy game options screen enter up, up, down, up, left, left, right, left, down, down, up, down, right, right, left, right. This is useful for some of the codes above.

OUTRUN

Better Grip

Hold A and C and go to options and then check out the Steering mode in the bottom of the screen. If you set to easy you get better cornering, really enough.

Arcade Credits

During the Sega logo, press a P controller's A+C+START then you can "input money" as in the arcade by pressing the L button on the player one pad. Also, you can now continue just like the coin-op.

Smooth Mode

Go to the options screen and select mode (over seas, Japan). Hold down A and C and press left or right. Now you get two extra modes: Japan (smooth) and Overseas (smooth). In smooth mode the game runs at 60 frames per second.



Play OutRun at 60 frames per second - double the update speed of the original arcade machine!



PANZER DRAGON ZWEI

Pandora's Box

When you beat the game go to the option screen and you will see the option for Pandora's Box. If you turn it on you won't be able to access your save games though. It will allow you to select various options such as your dragon's growth size, different weapons and stage select plus a new level. The better you do in the regular game, the more options you'll be able to select.

Get all of the options available in Pandora's Box

To get all the options you need to beat the game with a 100% score and a rank of Wings of Death.

Open all of Pandora's Box

After playing the game for 30 hours all the options in Pandora's box will open up to you.



Space Harrier and Dragon Mode

Once all options are open in Pandora's Box go to the life selection. Choose Lend for Space Harrier Mode and Lag for Dragon Mode.

Analogous Trick

While using the Analogous joystick set to circle (analog mode) you can turn the dragon's head with the standard non-analog control pad. It's really entertaining, albeit useless.

Double Speed

To speed the game up to double, go to the title screen and

press Left, Right, Left, Right, Up, Down, Up, Down. Now when you play the game will be extra fast and harder than before. To get ??????????, go to the title screen and press Left, Left, Right, Right, Up, Down, Left, Right.



If you don't own this game, you really need to quit now. There's NOTHING like this on PlayStation. It's a work of genius!

RAYMAN



If you aren't very good at the game, try these cheats out. They're probably harder to do than actually completing the game.

99 lives

Pause the game, press Up and release it, then press and hold X, B and Z in that order, then release them in the same order. Then press L button. Then press L button, press and hold Up, then Y, then release them in the same order. Then unpauses.

10 continues

Pause the game, press Left and release it, then press and hold A then C. Then release them in the same order. Then press and hold Z, L button and R button in that order, then release them in the same order. Then press and hold X, Z and Up in that order, then release them in the same order. Then unpauses.

Refill Energy

Pause the game, then press R button, Left, Up, Right. Then press and hold C, then B and release them in the same order. Then press and hold R button, then L button. Then release them in the same order. Then unpauses and the Rayman characters enter new realms of fuel.



Chart your way through this dull game with the aid of the help amount of tips and tricks located on these pages. Oh how nice! That's about all for now.

ROBOTICA

Refill Characters

Press and hold L and R on controller one. Now on controller two, press A for shield, B for generator, C for bullets, X for weapon power up, Y to get the level item, and Z to load the map and start to skip to the next level.

Level Skip

Hold L+R shoulder pads on controller 1 + push start on controller 2 to jump to the next level.

SEGA RALLY

Access Lakeside

Once you've activated this cheat, it will be saved on your Saturn's memory for as long as you want it. This cheat will enable you to select the Lakeside course on Practice, Time Attack and two player mode. It will also appear on the second screen and you'll be able to select the Lake Side music on the sound option screen. There's two ways to get this cheat to work: EITHER finish Championship mode in first place OR Press X and Y simultaneously on the mode select screen.



Drive the Stratos

Unless you're absolutely brilliant at Rally, you'll probably still be tearing your hair out trying to obtain the secret car - the Lambo Stratos. This cheat allows you to access the car at all times and also save it on to the record screen. Again, this can be accessed in two ways:

EITHER finish the Championship Lakeside mode in first place OR Press X,Y,Z,X on mode select screen.

Drive Stratos in Arcade Mode

This cheat will only work if you select arcade mode on the options screen. Once the Stratos cheat is activated (see previous cheat), press right when the cursor is on Delta MF (on the car select screen) for the Stratos MT. Press left when the cursor is on Colica AF for Stratos AT. Your course record will not be saved when in this mode.

Get Hyper Car!

This gives your car a power boost and also allows a better grip on the road. The change may not be completely obvious at first, but you'll soon realise



Sega Rally: How there's a game: Controlling the Hyper Zone might really be the best cheat...



the difference when you start showing seconds off your previous times. Incidentally you can also access this cheat in the arcade too.

To access, hold X and press C to choose a car on the car select screen. Your car will automatically be set to hyper car mode, and there's a new record table for hyper cars. However, the time comparison does not work in this mode.

Movie Mode

Well, it wouldn't be an AM game unless it came complete with a movie mode, would it? In Arcade mode, go to the "select game" screen, then hold Y and press C to select either Championship or Practice mode.

In Time Attack or two player mode, go to the course select screen, then hold Y and press C to select the course. Time attack records and ghost data will not be recorded, and no ghost car will be available.

Camera Zooming on End Sequence

To zoom in when the end sequence is being played, hold Z and Down, then press L or R to zoom in or out.

Full Screen Mode

To play the game without any on screen dials, hold Down, X, Z and A before the Car Select screen appears and keep them held while you press C to select a car.

Race against AMJ's finest!

To race against one of AMJ's top drivers on the Desert course, select Time Attack. Choose any course and any car and when you reach the screen with "3 Laps" and "Free Run" options, highlight "3 Laps" and press X,Z,C at the same time. You'll start as usual, only the shadow car will race off and get 50 second laps on the Desert course. By the way, this is another feature not included in the Inferior American version of the game. It's also a rather excellent addition.



... Unfortunately you couldn't locate any pics of the Stratos from our files, so replay zooms it in.

SHELLSHOCK

In the hangar press down, up, down seven times, up, down, down, A, A, A. A cheat menu should appear.

SIM CITY 2000

To get a gambling reel where you can gamble all your money away, start a new city and build a marina and legalize gambling as soon as you can. Keep watching your marina and high light a boat when it comes out. Now press the L button to bring up a slot machine! You'll use up to dollars every time you use it, but you can keep gambling for as long as you like.



Sim City 2000: a slot to slot really.

SHINOBI-X

To get 999 shinkobis, go to the options screen and highlight the 'Shuriken' option. Now hold the L and R buttons and press C, A, B. The number will change to '999' meaning that you've got loads to throw around when you start the game (a similar cheat was in Megajoe's Revenge of Shinobi).

If you want to see all of the FMV in the game, watch the opening intro sequence and while it's running press C, X, B, Y, A, Z. Start. To skip levels, pause the game and then press A, B, A, B, C. Now use the D-Pad to pick your level!



SPACE HARRIER

Hold Left+Up+Start at the title screen, press start to the OPTION menu. This adds the 'Shadow Mode' and 'Mi Stick Adult' modes. There are anacle mode and Saturn mode switches under the Shadow Mode option.

Five Continues

On the second controller Press A, C and Start when the Sega logo appears. You should hear a sound and get five extra credits.

STREET FIGHTER ALPHA

Here are the cheats to play as the three hidden characters, as well as how to perform Akuma's hidden firecracker throw.

Hi Bluen

Hold the L button and move down to the "I" on the character select screen. Now press Back Back Down, Down, Back Down, Down, then press X and Y to select him. Press A and B instead for alternate colours.



See SD2 doesn't have Dracul's Bluen!

Akuma

Hold the L button and move down to the "I" on the character select screen. Now press Back Back Back Down, Down, then press X and Y to select him. Press A and B instead for alternate colours.

Gen

Hold L and R and move to the "I" on the character select screen. Keep holding L and R and press Y, X, A, B, Y to select him. Press Y, R, A, X, Y for alternate colours.

Akuma's Instant Hellish Death Strike

One of the most incredible moves of the game is Akuma's secret combo which can take off around 50% of an opponent's energy bar. When charged up to level 3, press IP, UR, Forward, UR. HP R has to be done very quickly but will connect from most places on the screen.

Get the original Blue Super Shadows

For the original blue super shadows set the music to original in the options menu.



This army of cheats from Street Fighter Alpha is pretty cool. Very cool in fact, although Capcom did say it was a shame to bring Street Fighter Alpha 2.

STORY OF THOR 2

Press Z to call up the weapon menu. Then hold X and press the left button. Release them and a second player is added. Hurray! A two-player mode!



Some stock pictures of Story of Thor 2...



... Where you DON'T share the two-player mode! Yeah!

SOLAR ECLIPSE

When playing a game, pause and press Right, Down, Down, Left, then press one of these sequences to get many exciting effects.

All weapons and shields

Nine Lives
Invincibility
Clinking
Death Star French
Fade to Black
Programmer Heads
Honor Hunt

A, Left, Left
B, Up, Down, Down, Y
B, Up, Left, Left, Y
Down, Right, A, C, Up, Left, A
Right, Right, Down, Down
X, Y, Z, Z, Y
C, Right, A, Z, Y
Y, A, Right, Down



The planet of doom

STREET FIGHTER ALPHA 2

Choosing stage

When 2nd player joins in Arcade mode, the player can choose stage like in the arcade. First of all, choose your favorite stage, and then move cursor on the stage and press Start button for a second. Now choose a fighter or that you wish to use. If you want to select secret stage of Sagat and Bison, press start button on their stage. While pressing the start button, move cursor on a fighter you wish to use.

Over-U's old clothes

Move cursor on Chan-U and press start button for 3 seconds, while pressing the start button for 3 seconds, press any button to start.

Bel Ryu

First of all, move cursor on Ryu. Second, press the start button and hold it down. Third, move cursor over the following: Adon, Akuma, Adon, Ryu. With Start still held down, select Ryu. You'll now have a more powerful Ryu with Akuma's Death Strike!

Old Zangief

Like selecting Bel Ryu, press and hold the start button, then move cursor over Zangief, Sagat, Sodom, Rose, Blodia, Nash, Dalsheim, Ryu, Adon, Chan-U, Guy, Ken, Zangief. You'll be able to choose Zangief from Street Fighter II.

Old Dhalsim

Like selecting Zangief, press the start button, then move cursor over Dalsheim, Zangief, Sagat, Nash, Dalsheim. You'll be able to choose Dalsheim from Super Street Fighter II Turbo.



Play with Devil Akuma

Bring select cursor to Akuma, hold down start and then press: Down, Down Right, Down, Right, Down, Down, Down Left, Down Left, Down, then press and press Punch or Kick.

Save Hidden Characters

Once you've performed a fighter code you can shortcut to the secret character on the short cut Versus Screen. Simply press and hold start then select the character.

Infinite Custom Combos

In training mode, hold down L and start while picking a character. When perform a custom combo, the meter never runs out.

Fight Devil Akuma

In survival mode, hold down L and start while picking a character. You will fight the character in a different order. Chan-U will have on her original outfit, and the final character you fight will be Devil Akuma. There's just so much in this awesome game!



THUNDERHAWK 2

Here are the codes for all levels for your personal.

SOUTH AMERICA (KANG ELIJAH)

- 1- JmHFCQZBOUTQ
- 2- JpNHMCYEDVSRUA
- 3- JjgHjyGhE DvDvDQ

SOUTH AMERICA (STEALTH DOWN)

- 1- JKHVCTRFDFHga
- 2- JHqjKPCRFDFH
- 3- JTHVNCQWQFQSQ

PANAMA CANAL (CANAL CRISIS)

- 1- JUVVCTRFDFHga
- 2- JHqjKPCRFDFH
- 3- JHQCQZBOUTQ

CENTRAL AMERICA (RECAPTURE TOWN)

- 1- JHRRQCUCFVSA
- 2- JDRFNCUDNAFSE
- 3- JEDRNCXNARFBA

EASTERN EUROPE (ESCORT CONVOY)

- 1- JFRBNCWMAHFAA
- 2- JHRRPCDREFFSBA
- 3- JHVJPCABREFFRM

MIDDLE EAST (RECAPTURE TERRITORY)

- 1- JAAqRMAHREFFBA
- 2- JDLqRNSLUMFMA
- 3- JTHqRNSHVMFFBA

MIDDLE EAST (SILE DEPART)

- 1- JFRKNTYjVMFda
- 2- JGDKNVdjHjFSA
- 3- JCGqRNDsqjFQCQ
- 4- JHVXNDREjgRFBKA

SOUTH CHINA SEAS (PIRACY)

- 1- JgqRNDqjHFFLFI
- 2- JqDqRNDqjHFFLFI
- 3- JHVEDMORHqFQBA

END SEQUENCE

- 1- JHqjNDTHqRFBBA



STREET FIGHTER: THE MOVIE

Secret Configuration

Press the start button to pause the game and press A or C to pull up a game controller configuration panel.

Play as Akuma!

At the character select screen (press up, B, down, Z, right, X, left, Y, Akuma's outline appears in the background.

Music Video

All you need to do to get it is complete the game in Movie Battle mode. Once you've beaten Akuma twice (jump kicks is the easiest way) the video will play. To see it at any other time, go to the Battle Select screen then select the "Back Up" option to get the screen with "Video Clip" on it. Select this to get the video to the song "Something There" performed by Chage and Aska. Watch it closely and you might spot some of the SF Movie characters, as well as seeing the guitarist's really bad miming.



Perhaps Remy Bonjini scored it up best when he said, "BAM".



TOSHINDEN REMIX

Big Heads Mode

At the title screen, press and hold the left and right Shift buttons. Next choose your character as normal, and they will have huge heads! What a novelty - I've never seen that before! It'll be in Virtual Cop 2 next. Oh it is. Sorry.

Play Bosses

To access the three hidden characters - Cass, Sho and Capido - go to the title screen (with Press Start flashing up) and press Up, Down, Up, Down, Right, Left, Right, Left. You'll hear Ellis shout to let you know that it's worked. Now start any type of game and the two bosses - Cass and Sho - will be added to the right hand side of the screen. To select Capido, highlight Sho, hold Up and press any button.

Free Camera View

To access the free camera view, pause a game at any time and go to the options screen. Highlight "Cam" and press the L and R buttons at the same time. The pause message will disappear and you'll now be able to control the camera.

3-D-pad - Move camera

L - Rotate left
R - Rotate right
Y - Zoom in
Z - Zoom out



Down in, Zoom out. Rotate if needed a bit. And then put W2 back on.



TITAN WARS

Pause the game at any time and press right, Down, Down, Left, then key in one of these sequences to get some wacky rides!

Guidable Weapon

Tracking Weapon

Horde Level

Chawder Level

Front Byte Level

Something Triffin Level

Detaching Weapons

Early Movie

Video Test

R, A, Left, Left

Left, A, Down, Y

C, Up, Down

Y, Down, Down, Up, Right, C

B, Up, Right, Right

R, A, Right, Start

Down, Up, Down

Right, A, L, L, Y

Up, C, B, A, Down



Getting back to B&B apple - they really have reduced some deflats, such as this particular piece of software.



Does apple I refer you to their excellent game browser which really does save this rather sorry little game.

ULTIMATE MORTAL KOMBAT 3

FreePlay Mode

Do the following codes on the purple skeleton screen: Up, Up right, Right, Left, Left, Down, Down or Up, Up, Left, Left, Right, Right, Down, Down. If you did it correctly a voice should say "Cacafant". Then wait for the menus and don't push any buttons. Either of these codes are supposed to put you in Freeplay mode.



This game really is still compared to Street Fighter Alpha 3.

Hidden Character Codes

Here are all the Kombat Kodes we know at the moment. They should all be entered on the battle screen - player one controls the first three figures, and play as two controls the next three. The numbers correspond to the number of times each button needs to be pressed for the correct symbol to come up.

Millenia - 30024

Classic Sub-Zero 76020

BRMAC - 98220

Play Human Snake

Player 1: After selecting the robot hold

Left-HP+BLOCK+IK+IK

Player 2: Use the above code but substitute

Right for the left.

His moves are very similar to Scorpion's

Harpoon D, R, LP

Teleport Punch R, R, HP

Air Throw BK in mid air

Decapitation Fatality R, BK, R, R, HK

Fatality Unknown

Friendship Unknown

Integrity D, R, R, R, HP

Animality Unknown

Fit Fatality Hold BK + press E,

U, U, LP



A secret fight. See actually.



Change the opening quote

While Shao Kahn is laughing on the purple skull screen press down, up, left, left, A, right, Down. It should change the opening quote from "There is no knowledge that is not power" to "Imagination is more important than knowledge".

Extra treasures of Shao Kahn

If you beat the game on and Master Mode and get to the treasure of Shao Kahn go to the last one on the right and now push right one more time for more treasure!

Additional Kombat Kodes

011-000

000-011

101-000

000-101

000-010

100-100

010-110

011-111

100-100

011-010

010-011

011-010

010-011

Half Energy for Player 1

Half Energy for Player 2

Quarter Energy for Player 1

Quarter Energy for Player 2

Throw Encourager

Throwing Disabled

Knocking Disabled

No Metals

Secret Kombat

Quick Upstart Recovery

Same Power (Little energy is round)

Dark Kombat

Randper Kombat (Random weighting)

Psycho Kombat (Dark, randper, no metals, no

block, quick upstart)

490-490

840-490

990-990

100-100

000-100

100-100

000-100

100-100

000-100

100-100

000-100

100-100

000-100

100-100

000-100

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Unlimited Run

Play College

Show revision number

Player 1 does half damage

Player 2 does half damage

Both players do half damage

Real Kombat

Combo system enable

Super run jumps

Regenerate power bars

Special moves disabled

Super endurance mode

Kahn's Kiss

Desert

River Kombat

Scorpion's Lair

Breath's Portal

Sell Tower

Bridge

Gravyard

Kahn's Tower

Kombat Temple

Noob's Stage

Pl 3

Boef

Sexi Chamber

Street

Subway



Fatality extra, see ending!



Text Messages:

70-70

44-44

12-12

004-000

100-100

010-010

100-100

010-010

100-100

"Kahn can be found at the graveyard"

"Don't jump at me"

"Sneaky!"

"Watcha gun do?"

"Go see Mortal Kombat the live tour!"

"No Fear"

"No knowledge that is not power"

"Hold flippers during casino run"

Winner Fights:

010-100

100-100

010-100

100-100

Winner Fights Matrix

Winner Fights Noob Sabot

Winner Fights Show Kahn

Winner Fights Classic Snake

Snake Morph for Shao Kang

Back, Back, Down, LK (do this fast)

Ultimate Code

At the title screen hit C,Right

Shift, A, Z, Y, C, Y, Right Shift,

A, X Hit Up on the main

options to reveal the 7 The

following options should be

available for you.

Free Credits

Millenia

Bracat

Classic Sub-Zero

Fatality time

One round matches.



VICTORY BOXING

One of the best features of Victory Boxing is that there are lots of secret character sets. To get them you'll need to play the game through in Main Event mode and complete it as the top rank. Though all of the characters look very different, they're fairly similar when it comes to fighting. They've all got top stats in every area, meaning that the fights between them can last a long time.

KIKO AND NANA

The deadly mother kangaroo with her ninja joy.

W-Caps

The Dandi-like silver characters from the fighter select screen.

NAMOTO MATSUU

A kick boxer who doesn't use his feet! But is still rock hard.

SHAZEL

The one-eyed brawler and his bottle of ginog.

As you play through the game, you'll learn some excellent combos from Seale the Trainer. To save you the hassle of finding a pen and paper to write them down, here they are. The different styles are based on which hand you choose for your character and for a left-handed fighter the directions should be reversed.

DETROIT STYLE

COMBO NAME	PRESS
Combo 1	R, Right+B
Combo 2	R, C
Combo 3	Left, Right, R
Tiger Swing	Up, Down, C
Slash Axe	Down, Up, B

OSCAR STYLE

COMBO NAME	PRESS
Combo 1	R, Right+B
Combo 2	R, C
Combo 3	Left, Right, B
Loft Hook	Up, Down, C
Clide Blast	Down, Down, C

OPEN STYLE

COMBO NAME	PRESS
Combo 1	R, Right+B
Combo 2	R, C
Combo 3	Left, Right, R
See-saw	Down, Left, B+C
Confessow	Up, Left, R

PHILADELPHIA STYLE

COMBO NAME	PRESS
Combo 1	R, Right+B
Combo 2	R, C
Combo 3	Left, Right, R
Combo 4	Left, Right, C
Boxo Punch	Up, Down, B+C

PERE-A-BOO STYLE

COMBO NAME	PRESS
Combo 1	R, Right+B
Combo 2	R, C
Combo 3	Left, Right, R
Hero Tigger	Up, Up, B+C
Dumpry	Left, Right, C



Being kangaroo! Whatver man?



In case Street Fighter style characters.



New characters on the select screen...



...Someone was obviously influenced by Bara.



Well, being able to see this really makes me want to dig up that old Victory Boxing CD.

VIRTUA FIGHTER

At the title screen (when it says Virtua Fighter, press start) Press up 3 times then immediately press start! Choose option. Move the cursor to below exit, and then press A. Now you can change the size of the ring, amongst other things.

Play in Dual

In the character select box menu press down, up, right, and A button - left if it worked you will hear a woosh sound.

Watch the Credits

At the opening demo hold A+B+C to see the credits.



VIRTUA COP

Here's the short cut to Ranking Mode. Rather than complete the game, you can now go to the 96 GA screen at the start of the game and press Up, Down, Left, Right. Go to the title screen and the Ranking Mode option will be at the bottom as well as the extra options becoming available like Replay, extra difficulty settings, mirror mode, book keeping menu and other such wonders.

If you want to enter this cheat with the Virtua Gun, however, you have to follow the little pattern. Just shoot at the points on the screen in numerical order to access the same goodies as before. We've been assured that it does work but our dodgy aim means that we haven't actually got it going yet.

The Gun Select Code

The hidden Gun Select option allows you to pause the game and select any of the weapons at any time - including a special ultra-fast version of the Machine Gun - with a riveted anvil! Simply press the Start button to pause, then reload by shooting off the screen to cycle through the weapons. Start the game up and when the SEGA screen appears hold C and press Down, Up, Right, Left, Up, Up, Left, Right. You'll hear a noise and the option will now be accessible from the cheat menu (see issue 4 for details). By the way you'll need to have the Ranking Mode options already saved in your Saturn file to work, either by completing the game or by using the cheat.



Another view of the Special Gun.

VIRTUA FIGHTER 2

Play as Dural

The same code that is listed above for Virtua Fighter 1 works exactly the same way for the second one.

Slow Motion Replays

Hold Down+A+B+C during the KO to watch the replay in slow motion.

Play with alternate character colors

At the character selection screen, choose your character by pressing up+C to get the second uniform.

Play as Gold Dural

To play as the gold Dural, reverse the middle of the Dural code by pressing Down, Up, Left, A + Right.

Jeffrey's Teleport

To do this trick pick Jeffrey and Shun. Make Shun sit down, then do Jeffrey's semi power bomb and see what happens. It can be done anywhere.

Copy Taunt Trick

Make your opponent stand on the edge of the ring so when the announcer says "Time Out" the opponent will stumble out of the ring, and instead of doing his losing animation he will copy the winner's victory animation.

Watch the Credits

Hold down all six buttons during the demo of the game and the credits will roll by.

Options for Watch Mode

In Watch Mode you can choose the characters that will be fighting by pressing Start when the selection box goes over that character. Player one must go first, then player two. Also, Watch Mode you can press R to change the view from standard 3rd view to sweeping view.

Select Taunts

During the replay press and hold down either A, B, or C to select one of your character's taunts. Instead of letting the game pick it for you.

Play VH Music

To play lucky a VH music, in the moments before the match press and hold the Right-Shift button on control pad 2. Do the same on control pad 1 for Sarah's music, so this is pretty interesting. Shame it's not as cool as the VH but there we go.



The score table has two fighters' styles.



Over the highscore table puts up a fight. If you know the cheat, as you can see, in this particular picture Lee is getting scored pretty unimpressively. Oh, one thing changing the Satoru's internal memory date to one of the VF characters' Birthdays and see what happens when you load the game up.



Change the Control Pad on the Character Select Screen Code

At the character select screen, press and hold either the right or left-Shift buttons and use the D-Pad to toggle from left or right between the various configurations.

Slow Motion in the Name Entry Code

After you beat the game, and before you enter the name entry screen hold down the L and R buttons for a Slow Motion name entry mode.

Fight the Alphabet Character (Shun D)

After you beat the game, and before you enter the name entry screen hold down A, Z and Up on the D-Pad. The Alphabet fighter will fight you using Shun D's moves.

Fight the Alphabet Character (Dural)

After you beat the game, and before you enter the name entry screen hold down X, Y, Z, and the L & R buttons and the Alphabet Character will fight you using Dural's moves.

Dural's Video Clip

There's a hidden video clip of Dural breaking up to reveal her real human form - Sage's mother. To access it, complete the game on the Hard difficulty setting, including beating Dural first time. It may sound really hard to do, but it can be made incredibly easy by setting Player 1 to "No Damage" and Player 2 to "Smallest" energy bar from the options screen. Now it will need to play right through the game, but you can only lose with a King Out. Dural looks sort of like she does in Virtua Fighter 3 and it's an interesting little cheat thingy if not overly spectacular or useful.

VIRTUA FIGHTER KIDS

Play Dural

In the character selection highlight Akira and press down up, right, left + A. You should now be able to play as Dural.

EMV Endings

Beat the game in Arcade mode and you will get treated to a FMV for your character. Then a mail menu theater option opens up in the options screen which allows you to watch the endings for those characters you have won with.

Gold Dural

Highlight Akira and press Down, up, Left, Right+A Wire Frame Mode.



Bottom of the High-res mode, VF Kids' fare looks transparent with the cheat (but it isn't really).

Hold the Left Shift button while selecting a character and hold it until the game begins. Note: You may have to view all the players endings for this code to work.

Something Fishy Inside Dural's Head

All the select menus after you do the Dural code press and hold down C (When you choose between normal and kids mode) until the match begins. You'll see a red fish floating side Dural's head, who makes funny expressions during the fights.

Select Camera Angles

In watch mode you have a choice of 7 different camera angles. Press X to get a random angle and from there press any of the other buttons (J, K, X, Y, Z, A, B, C).

First Person View

Hold L and R buttons to choose character. Hold it until the fight starts. This would be the first person view mode.

Obviously Akira was influenced somewhat slightly by the males in Tekken 2.



VIRTUAL HYDLIDE

At the beginning of the game input the words **Sword, Arrow, or Hydride** in the world creation name to pick up items pertaining to the name in the cemetery. A small, but interesting little tip-off there eh?

WORMS

To get the **Sheep, Min-Gun and Seneca Bombs** go to the weapon select option and avoid off "ball". Then press **C, Z, Z, C, Z, Z, C, Z, Z**.



It's Worms. In the Sectors. Some people love it intensely.



Remm. Can't say I am really too keen on it.

VIRTUA RACING

Night Driving

At the loading screen before the race hold down **A+K+Y+Z** then press **Start**, then continue as usual. To turn it off do the same thing before your next race.

Hidden Portion on Amazon Falls Track.

After the first check point there will be a barrier on the right. Crash through it at high speed and you'll access the hidden part of the track.

WORLD SERIES BASEBALL 2

After you hit the ball and the ball is in flight, push the right shoulder button to switch to various Camera Angles. Each time you push the right shoulder button while the ball is in flight you see a different camera angle.

X-MEN: CHILDREN OF THE ATOM

Speed up Loading Time

While continuing hold down the left and right buttons to keep the same characters and reduce the loading time. Also if you hold the left buttons in two-player versus mode it acts as a quick select so you don't have to rechoose your options again.

Play as Akuma

Select the 2 Player VS Mode and for the first player. Put your pointer on Spiral, then move to the characters. In the following order: Silver Samurai, Psycho, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. Wait one second then press the Weak Kick + Freeze Punch+Freeze Kick.

For the second player. Put your pointer on Storm then move to Cyclops, Colossus, Iceman, Sentinel, go left to get to Omega Red, Wolverine, Psycho, Silver Samurai, Spiral, then wait one second and press Weak Kick + Freeze Punch + Freeze Kick.

After the code has been entered, all you have to do to continue as Akuma is hold down **L+R+X+Y+Z** and press start at the continue screen.

Marvel Super Heroes Ad

On the second controller press **Start + A + C** and you will see an ad for Marvel Super Heroes.

Juggernaut Code (JAPANESE VERSION ONLY)

In a VS game you can play as the juggernaut by first inputting the Akuma code, and then tapping left up twice on the D-pad after you select your character (the screen where you choose the background and hand cap).

Beat up a beaten opponent

After you have beaten your opponent, hit start and you'll be able to move around. Now you can beat your downed opponent. Quite humiliating.

Screen Mode

There's a hidden "Screen Mode" cheat in X-Men, as well as Night Warriors. To do it, just do the same as

before. Go to the options screen, hold L and R and tap Up then Down repeatedly until the option appears.

Fight Extra Tough Akuma

If you think you're really good at the game, you can fight against an extra-hard CPU controlled Akuma. We don't know the exact way to do this, but you'll get him if you do this. Play the game on level 8 difficulty and get at least 4 perfect victories in the final round. This will summon Akuma to fight you just before Juggernaut. Ready yourself for the ultimate in Street Fighting power!



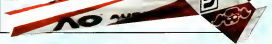
Omega Red is a real great in the console of Capcom fighting game characters. Here he's taking down Cyclops.



In the options mode, keep your left and right shoulder buttons Press to enable the coin-op's START buttons.

WIPEOUT

Wipeout eh? A tough game for sure, especially on Saturn where the controls are a bit off. However, if you can beat the Raptor class courses you access the new Predator course. Which is a graphical fest!



TOMB RAIDER GUIDE

You'll find a lot of the time in Tomb Raider as Lara you are required to perform all sorts of running and jumping tasks. If you happen to be stuck on these bits short of coming around to your house and doing it for you there is not a lot I can do. However if you find yourself stuck at a particularly difficult puzzle requiring a super-human effort to get through it in one perfectly formed piece, I'm your man. To do a walk-through guide so soon after the game has been released would spoil it for many people, so instead here's a quick guide to some of the more tricky puzzles in the first half of the game.



THE CITY OF VILCABAMA

This is the level featured on last month's demo disc and if you thought this was difficult, you ain't seen nothing yet. To find the silver key and gold idol, go to the river just near the main room and pull it and the *Arca* (a large stone) opens. Follow the staircase round and leap across to the other ledge so you enter the new room. Run forward over the broken tiles and jump over to the ledge where you can collect a medallion before jumping down to the floor. Look for the blue block and push it through to the next room, climb onto the ledge where you will find the silver key and gold idol. Use the block to climb up to the higher ledge, run round the corner and climb through the hole before dropping down to the passage way. Turn left and run to the pool where they turn left again and open the door with the silver key. Run past the dart traps and kill the wolves as you approach the three doors. From here on it's very simple jumping levels not worth going into.



We are seemingly trapped in this room, but wait, there's a different coloured block on the far wall. Maybe if you push it it'll lead you into another room...



Oh joy! A hole. Well if you fall over to the right you will see the much needed silver key but take you to the next bit and over to the right there is a pitfall and to be collected.



LOST VALLEY

As soon as you enter the Lost Valley you'll hear the soothing sound of running water like one of those tapes your mum has for her car stereo. Anyway, upon entering immediately turn left and head upstream. Jumping back and forth across the stream where necessary until you reach a high ledge across the river. Jump onto it and follow the tunnel round until you see a rope bridge which must be crossed. On the other side is a mesh which traps up of various ing parts and has the effect of slowing the stream. However some of the cog are missing and this is the job. Task that should preoccupy you for the next half an hour or so. Look over the ledge facing downstream and you'll notice a skeleton with a shotgun by his side which can be collected.

Now to start looking for the cog parts, throw yourself into the stream and let the current take you downstream and over the edge of the waterfall. Climb out of the splash pool area and immediately dig for



near the bridge well. Look for a hole in the meshwork that directs the stream. After there's some cog missing and it is your task to find them before returning.



Availability of the cog are in the valley where there are pits, a few more cogs. The only way to get them is to dig them out of the pits and to be seen that.

the two wolves before proceeding through the white caves facing the waterfall and dispersing of jet anemone as well. Follow the tunnel which leads to the sheer white rock face and climb your way to the top and climb the rock back on your own.

Then drop down to the other side and kill your first rapier, then another, then with your newly acquired shotgun kill a huge T-Rex. Proceed onwards staying close to the right hand wall until you reach a waterfall which you must jump down and swim towards the





next room where there is a captor waiting for you. After killing it, climb up the rock face just next to the water and collect your first cog. Swim back the way you came, climb out of the waterfall and turn to the right and carry on under the archway killing both captors before entering the temple. Inside the temple jump into the waterfall and if you swim round to the right you will discover the second cog part.

Upon leaving the temple turn immediately to the right and climb up to the brightly lit tunnel, following its twists and turns over a few ledges until you see a broken rope



The last cog is at the other side of this ledge.

bridge in front of you. This is a very tricky part indeed, but the way to do it is use the walk button to approach to the very edge then do a jump back. Then run forward whilst pressing jump and cling on to the other side with your fingertips before pulling yourself up to find the third cog.

To get to the next take the three cogs back to the machine and set them into place.

Activate the laser in the Heaven is directed allowing

you to proceed down where it used to run. Jump down the waterfall and the next is just behind it.

Whilst on your travels you will encounter numerous enemies which should be killed before they kill you. The best way to do this is to jump up to a higher platform where they cannot reach you and then shoot them. It works every time.





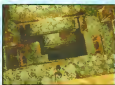
Nothing off them here looks quite spectacular.



You don't find the scale until later in the game.



This is the really annoying French blade who keeps trying to kill you. You can't kill the jet so don't bother trying.



ST. FRANCIS FOLLY

This level gets particularly tricky towards the end and comprises a room several stories high with four levers to be found which open four doors. Each door has a puzzle behind it, successful completion of which rewards you with a key. Four keys are needed to open the exit door. On top of this you have bats on every level to contend with, Sigers and also there who insists on trying to kill you. Probably the best way to tackle this is to start at the top and work your way down finding all the levers, then begin the puzzles. Each of the doors have names so you will know which ones are open.

DANCOLES

As you enter the Dancoles rooms you will notice there are many swords suspended from the ceiling. Don't worry too much about these yet as they won't start dropping until you get to make your exit. Run through to the next room anyway and see there is a platform with a key on it, climb on the platform and take the key before climbing up to the next level and collecting the medipack and anime. Then drop down and make your way to the exit, making sure you have your finger firmly on the walk button. The swords will then drop down around your ears, but as long as you avoid their shadows and keep walking you should remain intact. Also note worthy is that even when they have dropped walking into them will have you.



THOR

As you enter the Thor rooms there is a ball on the ceiling throwing out lightning bolts onto the darker floor tiles. The best way to proceed is to run through the room avoiding having across the five tiles and you should be fine. However a bolt of lightning does not mean certain death it just drains your energy so make sure it's full up before hand. Proceed through to the next room which involves standing on the dark tile under the giant hammer until the relayage machine clicks then jump to safety before you get crushed. Look around and you'll notice the black holes have fallen, push one of them to the platform on the right allowing you to climb up and push the next block along so you can reach the



THE TOMB OF QUAUOPEC

This level is fairly simple and only has three main puzzles so I'll keep it brief! Once you reach the room where the raptors came from, there are three doors each with a symbol over the top. Choose the one with a face over it and follow the tunnel down into the next room. Push the different coloured block twice then turn left and push the next one once. Run across the collapsing floor and pull the lever then return to the room with the three doors. Go through the door with a circular pattern over it and follow it until you reach an alcove with a lever. Try to pull the lever and you fall through the floor where you rest. Shoot three wolves before proceeding up the steps to the top of the room. Pull out the



pull this lever but watch out for the collapsing floor. Because - it's a trap!

block once and three once to the side to reveal a staircase which you should walk up before dropping into a pit and then climbing out of the other side. Run up some more stairs and pull the lever then drop down into the red hole. It's probably now a good idea to turn around and go to the room with the save beacon before entering the room with the bird symbol over it. Follow the hallway and pull the lever then turn left and drop down into the room with the bird block. Turn left and into the doorway, up the stairs and turn right before jumping up to the white ledge. Keep climbing until you reach the halfway and proceed down it until you reach a room. Drop down two ledges then turn left and drop backwards to the ledge across from the bird block. Jump to the bird block and then turn around and leap into the opening in the wall and proceed down the corridor and pull the lever. Then return back down the corridor and stand at the edge and jump diagonally to the right onto the block, then to the next block, then jump to walk the door and enter the room and pull the lever. Do a running jump out of the tunnel onto the floor and then proceed up the ramp and jump up to the door. Turn down the tunnel on your right, killing the raptor and then back to the original room. From there on it is pretty straight forward stuff so it's up to you.



This is probably the trickiest of the three rooms as you're required to perform some very precise jumps.



After falling down into this room, drop the wolves then proceed up the ledge and pull out the block.



higher platform where you will find a medpack. Lara must then perform a running jump to the platform over yonder and grab onto it with her finger-rips before pulling herself up and finding a much desired key.

NEPTUNE

Behind Neptune's door is some water-based action for Lara to contend with, though you really ought to be used to that by now. However, there is no place to come up for air so speed in the water is the key to success. Swim down the tunnel and at the bottom you'll be able to see the key behind a gate. Look around and there is an opening close by with a lever in it. Activate the lever to open the gate, then grab the key and get to the surface before you become fish food. Not that there is any fish of course.



ATLAS

Upon entering the Atlas room kill the gorilla and proceed to the bottom of the room to the gate that opens automatically. To the right is a corridor on a slope which you must take while stepping up onto a large boulder rolling towards you and gathering pace. No problem, simply tap the top right shoulder button of the pad to make Lara do one of those flip things where she turns around. Then leg it to the other end of the corridor where there is a pit which you should jump into then do a backward jump and the boulder will fly right over you. Then grab the medpack and climb out of the pit and walk back up the ladder's steps and there is an opening in the wall on the left which you can jump up to. There you will find the final key.

Once you've seen all the keys make your way to the bottom where you will encounter a couple of bats and flames. It's probably best to shoot them from one door up to avoid being incinerated or stung by the bats that is. Then use the four keys in the four locks and the exit door will open.



In the Atlas room it's not a good idea to be struck by lightning or to take the effect of a falling power source that's unstable. Only get as progressed through this room as you can before you get hit by lightning or you can get the Thunder key.



PALACE MIDAS

Palace Midas is home to a very tricky puzzle which involves sneaking out three lead bars and fanning them into gold to open the exit door. Not far from the pool where you began this level is a room with several raised columns which you must jump from one to the next until you reach the ledge with the levers, each of which correspond to the five digit code on the top of each door. You must open each door and solve the puzzle therein to be rewarded with a lead bar.

When you open the first door with code 0000Y you are confronted with a room full of spikes. Carefully hit the water floating on the right where upon entering there is a grey coloured block which needs pulling out onto the top left up lever which when pressed raises the platform in the room of spikes. Follow the path and proceed up the slope until you reach the top of the jump anti-clockwise from one to another until you reach the room containing the first ledge. Avoid the watchful eye of a gorilla. Once you've reached get to jump all the way back again.

Open the second door with the code 0000R and go straight through the first ledge and turn right at the end, follow the tunnel (walk into a room where you need to pull out a block. Then turn around and follow the steps up to the top where you can see the room has filled with sand. Look out of the opening and jump diagonally right onto the newly formed ledge, then onto the central column then across to the other ledge and into the opening. Climb up the rocks and do a running jump over



Jump on to the platform and avoid the spikes.



You'll need some retarded levers for this one.



Be a bit particularly tough running jump across it.

to the aqueduct where you will need to kill a couple of gorillas. Look back over the drop and you'll see a ledge midway down with a medpack and some shells. Drop down to it and then jump the rest of the way to the bottom and kill another gorilla. Then look through the second opening to the right between the pillars and jump diagonally across to the ledge. Proceed down it being careful to kill both gorillas and go to the second alcove from the right where you can jump across to and edge across the wall and you can stand on the ledge. Then with your back to the wall, you can see the newly accessible passage way and follow its twists and turns being careful not to fall through the broken tiles. Slide down the descent and you find yourself on a ledge at the top of the starting room. Follow the round dispensing of the lion with you and another opening. Jump to the platform on the right and inside the room there is a pool. Shoot the alligator then swim to the next room from which it is possible to jump on to the roof of the temple and there you will find the second lead bar. Proceed.

Now go back to the room with the five levers and unlock the door with code 00000. The idea is to get to the far side of the room where there is a lead bar by jumping from platform to platform before the flames are out, (they jump automatically as you approach the first platform) so you must platform you plunge into the water and must swim back to do it all over again avoiding the water rats as you go. It's a good idea to kill them first. Once you pass the third lead bar swim back to the entrance of the room.

When you have all three bars go to the temple to activate the lever to open the garden gate. Go to the garden past the starting room and on top of the ledge you'll find the Midas statue, when if you place the lead bars on his palm will change them into gold. Return to the room with the levers and open the final door with code Y000Y where you should kill the lion and put the gold bars in the spaces provided thus opening the exit door.



Jumped perfectly you can just make it across to that ledge.



Sign across to the left bar - be careful not to fall go.



Follow the ledge around the base of the lion.

OUT NOW

COMMAND AND CONQUER

BY VIRGIN, PRICE £44.99, RATING: 95%

Well, this game was actually Out Now when we reviewed it last month due to a bit of a communications cock-up between us and Virgin. Usually software companies with-

hold review software if it is crap, but this is certainly not the case with Command and Conquer which has to share the prestigious Game of the Month (although it should be Game of Last Month really) with the equally amazing Virtual On.

Looking at the graphics, you might not believe that Command and Conquer is really worthy of much attention. Well share on you, because in actual fact this game is truly one of the best titles available on the Saturn. Combining a stunningly simple, easy-to-get-into user interface with some incredibly well done game design, C&C is simply one of

Conquer as Game of the Month. Conquered from the little-known-outside-large-arcade AMI run-up, Virtual On starts out as a pretty interesting one-on-one blaster when you first play it. And then the game system becomes clear and Virtual On becomes something of a hugely enjoyable experience. The control method is a little tricky to get into, but it really is worth the effort. The amount of tactics and strategies you can use with each robot is

frankly phenomenal - for example, bomb blasts about been weapons (that kind of thing). The robots are superbly weighed providing lots of challenge and the C&C conversion team have performed wonders in converting across the two-player experience, with TWO different split-screen set-ups. Technically, the game is ace too. There's no pop-up of any description, even in the polygon intensive two-player mode.

As a two-player game this is just great - we're still playing it a month on and the challenge to do better remains as strong as ever. Hence the slight increase in the rating this month. Buy this game!

BLAST CHAMBER

BY ACTIVISION, PRICE £44.99, RATING: 85%

If there's one thing you can't argue with it's the originality of this particular release. The aim is pretty straightforward - in next-player mode (you can fight CPU opponents or other humanoids) it's your job to collect a crystal and take it back to your base in order to stop your explosive backpack from detonating. Alternatively take it to another base and bring that base's player closer to destruction. Puzzle mode gives you several beam-bouncing levels to wade through, and the brain-baking game variation is actually a lot more satisfying.

The effects like rotating the entire arena through 90 degrees are nice, but the bottom line is that there are loads of problems with this game: lack of game controls and a basic lack of excitement. Developers Approve to Detail keep sending us press releases on their two

some new software technology. If only they'd concentrate a bit more on their games - with some more effort spent on the game, this could have been some thing pretty good.

BREAKPOINT

BY OCEAN, PRICE £78A, RATING: 88%

If there's one thing the Saturn's a bit lacking in, it's tennis simulations. The only one to appear was Virtual Open via Acclaim and let's face facts - that was pretty rubbish. Ocean's effort has quite a lot going for it. Breakpoint features superior graphics with some decent (although a tad slow-paced) motion capture, some lovely screens to look at and all the usual trimmings - several characters to choose from, a wide variety of shots. All of that kind of thing, essentially.

So, looking good eh? Well, kind of. The problem with the game is that the playability does seem to have taken less of a priority than the motion capture. There you are, waiting your racket around in this air, when really you want to be running across the court, diving for the ball. You get the idea.

Also, the pace of the game really is lacking. Half of the excitement from watching tennis is in witnessing the speed and agility inherent - none of which really appears in this game.

Not a bad sports sim, but to be honest, I'd prefer playing Super Tennis on the Super NES.

TUNNEL B1

BY OCEAN, PRICE £78A, RATING: 87%

Neon's first foray into the world of Saturn videogames is the much-awaited Tunnel B1 - a visually splendid title that has earned it many admirers on the PlayStation scene. It's also earned many critics too who say that behind the lovely visuals is a dull pointless game.

Well, having played it a great deal now I can see what the problem with the game is. Truly Neon have spent most of their time on the graphics, and the gameplay is pretty linear as a result. Often it's very unexciting too.

However the game is a challenge.



definitely a tough nut to crack and the angle to see the later level with the eye-increasing graphical quality is enough to make you think, 'yeah Tunnel B1 isn't too bad at all'.

This isn't a world-class release by any stretch of the imagination and yet Tunnel B1 remains a solidly enjoyable shooting racing type game.

JEWELS OF THE ORACLE

BY SUNSOFT, PRICE £39.99, RATING: 86%

Originally a brain-bending puzzle game available to Macintosh owners, Jewels of the Oracle has made its way over to the Saturn where it has been almost perfectly converted. The scenario is original - to enter the ruins of the city that is Missa, you need to successfully complete 24 of the most mind-bending puzzles of such initial cunning that only a select few will survive to reach the fabled outcrops.

There's certainly something to be said for a challenging game, and this is certainly one of the premier games in the league, but the problem is that the puzzles really are extremely hard - we're talking at least BEEMER level intellects only here, we're afraid. The unhelping difficulty level will probably put the majority of Saturn owners off.

KRAZY IVAN

BY PIGNONIS, PRICE £39.99, RATING: 75%

With its flashy FMV sequences, nice cut-scenes and some nice robot designs, it's not hard to see why Krazy Ivan was such



a success on the PlayStation. Not quite up there with Wipeout, but still pretty cool nonetheless. And now it's on the Saturn.

Pignonis have retained their usual conservatism, wanting to produce the goods and it must be said that as a straight translation of the original it isn't too bad, retaining all of the detail and speed of the original.

The problem with Krazy Ivan is that basically it's just a 90s version of the arcade classic Battletoxic with more means, better graphics and enhanced weaponry. As such, it's a pretty simple game, with not much variety. Also, it's a bit of a chore to go through the early levels, which really are quite dull.



the best games ever (well, PC owners have just got the special Red Alert which is even better).

The missions are great - there's tons of testability and the atmosphere generated by the full-motion video cut sequences is amazing. Plus, you get two CDs - they allow you to play either side in the conflict, which is a brilliant idea.

Overall, this is a game you MUST own. Or else.

VIRTUAL ON

BY SEGA, PRICE £44.99, RATING: 94%

Give this game its actual Out Now, as opposed to Out Last Month, this is equal billing with Command and

Introducing...



Capcom's CPS-III arcade system produces the best 2D games in the world - INCL.



As well as expanding the world of 2D graphics, Capcom's CPS-III system also allows their site programming teams to expand on their concepts. Red Earth has it down to a science, leading us to have five AFD style of improving on the attributes of your mid-air character, but you just can't get away from the brilliance of the graphics!



Take a look at the news pages and you'll see the first in-depth look at Street Fighter 3 - the amazing new arcade fighting game from Capcom. However, it isn't the first coin-op to use the company's proprietary new CPS-III system. In actual fact, that honour belongs to Red Earth, which should be hitting arcades soon.

Upon first viewing Red Earth (previously known as War Zed), the first thing that strikes you is the sheer quality of the graphics and the animation. The big news about CPS-III is its ability to handle far more sprites and colours than CPS-II games such as X-Men Versus Street Fighter and Street Fighter Alpha 3. It's also able to expand and contract backgrounds, kind of like Samurai Shodown, and this effect is used with gay abandon in Red Earth. Another great feature of Red Earth is the sheer imagination Capcom have put into the fighters - look at the size and definition of those spines! Also, play the game in Scenario mode and Red Earth becomes an adventure as well as a fighting title, with your character enhanced depending on the success of your fights.

The problem Capcom had with their new arcade technology was in keeping the price down. All of their boards are pretty expensive compared to behemoths like Virtua Fighter 3 and Capcom wanted to keep it that way. That being the case, the company went for a CD based system. The actual hardware remains the same but new games are bought on CD and loaded in once as soon as the machine is powered up. The games take a long time to load compared to tape games, but that isn't really an issue in an arcade environment.

With games like Red Earth and Street Fighter 3 in the arcades, Capcom are still in the business of producing quality titles, but now they look around and play even better. More Capcom news coming soon.



With the new leap in technology (thanks to the wonders of CPS-III), Capcom's games now look even closer to the phenomenal artwork they produce for each of their games (SFT). Make no bones about it, 1997's going to be a great year for Capcom!



As well as creating some of the larger sprites around, Capcom also provides the best animation. The backgrounds in Red Earth seem to be cut out, too, in a General Denison style.

Dear Newsletter,
In my view, SEGA SATURN MAGAZINE is the greatest monthly publication in the world and I want you - yes YOU - to put it aside for me on a monthly basis, in case they're all stolen. Or bought. Or substituted by aliens or something.

NAME

ADDRESS

NEXT MONTH...

The much-awaited Sega Touring Car interview should finally turn up plus look out for more Fighters Megafix information! Reviews include Soviet Strike, Die Hard Trilogy and Die Hard Arcade. A bit of a Die Hard double whammy, if you will. Also! On the cover: a game you've all been looking forward to, but no-one's seen yet... all will be revealed in the March edition of SEGA SATURN MAGAZINE.

SEGA SATURN MAGAZINE, MARCH EDITION, PRICE £2.75

OUT 19 FEBRUARY



Hold on to your shorts little man.....
here's your chance to play with the Big boys!



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Hold on to your shorts little man - this is your chance to play with the big boys! NBA Jam Extreme takes Basket Ball to new heights, featuring ballistic graphics and ultra-addictive gameplay. Full 3D rotoscoping makes our 170 NBA superstars look prettier than the originals and now there's even more control from a range of killer 'Extreme' moves. You also get to eat clouds more than ever with an even wilder selection of anti-gravity, out-to-lunch monster dunks! Boomshakalaka! Don't look down!

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